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RATION

EXCLUSIVE EBERRON First Look at D&D's NEW WORLD

D&D MINIATURES Are they right for you?

Secret MAGIC

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SPECIAL UPDATE SERIES #20F3

DRAGON[®] CONTENTS

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SORCERERS 🏶

They're not just from dragons anymore. Alternate sorcerer bloodlines tap hidden resevoirs of power.



Monsters have been using templates, so why not spells? These new feats give wizards a spellcasting edge.

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Jesse heads to not-so-distant pastures and rejoins the *DRAGON* readership.

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Message board weirdos, 3.5, and what's this? *Drag* magazine?

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Ben Bova brings Orion back to *DRAGON*. Arthur could claim his birthright and become the next High King, but he must first avoid the pitfalls set by the time-traveling Creators who seek his destruction.

ON THE COVER

106 David McClellan's spellcaster could represent any of the classes featured in this issue. This is his first *DRAGON* cover, and we hope it won't be his last.



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CLERICS **#**

Clerics don't just have to lean on a deity to get their power anymore. New cleric specialists present new paths to divine might.



DRUIDS XX Grow closer to aspects of the natural world with these variant druid classes.



BARDS

Bardic prestige classes that both capitalize on the class's versatility and provide new powers to make your bard sing.

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EXCLUSIVE PREVIEWS

D&D Miniatures

This exclusive look at the new D&D miniatures highlights the new skirmish rules, new miniatures-specific monsters and classes, and a ton of other juicy tidbits on this incredible new product line.

8 Eberron Preview

This is it: the \$100,000 winner of Wizards of the Coast's setting search. Check out some concept art and get a first look at the ideas behind D&tD's newest world.

SPOON!

The live-action version of *The Tick* TV series releases on a 2-disc DVD set this month. Voted off the island early in its run due to awful placement (Thursdays opposite *Survivor*), the Internet lobby has prevailed and the series will soon be available.

What will happen to *DRAGON* with Matt sleeping on the sidewalk in line for D&D 2 movie tickets and Chris camped out at his local Best Buy for the release of *The Tick*? Don't worry. We've hired a thousand monkeys with typewriters.

GAMER GEEK = DVD NERD

Check out www.deadgentlemen.com and follow the links for a movie called *The Gamers.* It's pretty much about what you're thinking it's about, made by geeks for geeks. The folks at Dead Gentlemen Productions were kind enough to send us a DVD of *The Gamers.* That's right, a DVD-complete with multiple audio commentaries, a making-of documentary, making-of featurettes, and a blooper reel. You can buy it on their website, so if you don't want to spend money, don't watch the trailer.

BARBAROSSA

Klaus Teuber (of Settlers of Catan fame) once made a game called Barbarossa. It was his first Spiel des Jahres winner, way back in 1988, but an English language version was only recently released. This great strategy/party game involves sculpting with clay, and the board features both dragons and gnomes—two things no good game board should be without. This game is a blast, and it's available pretty much anywhere you can find Settlers.

SPEAK YOUR MIND

Send an email to scalemail@paizo.com and let us know what you think about D&tD 3.5 and *DRAGON*. What do you think of your first glimpse of the new D&tD miniatures or the new campaign setting?

WE ERRED

Issue #309 included an article called "New Martial Arts Styles" that did not include two feats mentioned in the article: Flying Dragon Kick and Ten Ox Stomp. These feats were cut from the article due to their similarity to feats previously printed in *DRAGON*, and the lingering references to those feats were mistakenly left in the article. The martial arts styles that note them as prerequisites are balanced without their inclusion.

WYRM'S TURN

FROM THE EDITOR NEW DIRECTIONS

When I first saw *DRAGON*, I hadn't seen anything other than D&tD's Basic Set. I didn't know that you could have new spells. I rushed home, called my buddies, and set up a game for the weekend—we were going to play because I just had to try out these new spells. Getting excited about new D&tD spells probably made me the least normal 8-year-old in my class, but looking back, I realize that I was learning one of the most important lessons of game design: New ideas are exciting.

As simple and obvious as that might sound, it's incredibly important. Those spells took hold of my imagination because I hadn't yet realized that it was possible to expand the game in that way, but pretty soon new spells weren't enough by themselves—I needed more. Over the next few years I picked up plenty of *DRAGON* issues, finding more of these articles that showed how the game could be taken in directions that I hadn't thought of.

Of course, writers, editors, and publishers try to find these ideas as often as they can, but there are problems: You never know when they're going to show up, and they're always different for everybody. Just take a look at issue #309. It was packed with great articles, but the one that did it for me was "Incursion." When we were planning the issue, I realized that I had never thought of changing a campaign in such a drastic way. Because this was an entirely new way to mess with the game, I found the entire article exciting, but I'm sure there were some folks out there who liked other articles better. A DM who had already run a big invasion-style campaign might have gained more from "Shut Up and Roll," and a brand new player might not have realized that you can add new spells to the game until he picked up the issue and read "War Spells."

One of the best things about new ideas is that you never know where they're going to come from. I think the best example of this in the last two years came from Evan Jackson. An experienced DM and player, Evan was new to the gaming industry but still contributed the idea that became the Campaign Components series.

I can't wait for the next big idea to show up in *DRAGON*, mainly because I'll get to discover it as a reader again. You see, I'm trading one dream job for another and heading back to Wizards of the Coast to work in their R&tD department. I'm just as excited for *DRAGON* as I am for myself, because Chris Thomasson, a great editor and one of my best friends, has agreed to take my place here at *DRAGON*. Chris has spent the last two years as *DUNGEON*'s editor, and I don't think that *DRAGON* could be in better hands. I just hope he'll give me a discount on my subscription...

EDITOR-IN-CHIEF

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THE EVIL CLASSES

Reavers of the Divine By James Jacobs

Anti-paladins aplenty! As a companion piece to "Champions of the Divine" from issue #310, which featured variant holy warriors, this article presents three new variant classes for the unholy.

Thieves of Will

By Owen K.C. Stephens

They invade your mind, corrupt your thoughts, and manipulate your actions all without breaking a sweat. Often overlooked, enchanters can be some of the most devious and effective characters in D&D. In "Thieves of Will," you'll get new spells, new domains, and loads of ideas to enhance your enchanter.

Ecology of the Drider By Paul Leach

Shunned by their goddess for failing in her service, these cursed creatures live on the outskirts of Underdark societies, trying to make their way in a dark and deadly environment. Learn to think like one of these spidery abominations.

The Ebon Maw By Ari Marmell

Turglas the Insatiable was once a demon lord as great and terrible as Orcus or Demogorgon. You'll learn about Turglas's powers, his fiendish tools and spells, how his devoted servants operate, and how he plots to regain his place in the hierarchy of demon lords.

Angel Classes By Christopher Perkins

Savage Species scratched the surface of monster classes. Now you can play more of your favorite celestials using the creature level rules provided here.

SCALE MAIL

READERS TALK BACK 3.5, MESSAGE BOARDS, CARLINISMS

Githyanki Doodle Dandy

Can I just say wow? Wow! DRAGON. DUNGEON, and POLYHEDRON were all incredible this month, working together with top quality content. This is the kind of one-two knockout punch that I'm paying for. I was skeptical about "Incursion," I admit it. I didn't even bother to read the adventure in DUNGEON, but the DRAGON article was so well written that it made me excited to go back and see what I had missed. You clearly outdid yourselves this month. I also thoroughly enjoyed "Shut Up and Roll," "The Art of D&D," and, especially, "Paragons of War." It's nice to see something on the ecology of the hobgoblin. I'm hoping "ecology of" sections will become a regular feature of the magazine again. Here's hoping to see more content (and crossovers) of the depth and quality we've seen in these last issues.

> Brad Blanchard Address withheld

Wow right back at you. Thanks for all the kind words, Brad. We're proud of issue #30g and "Incursion" too, but most of the credit should go to authors Christopher Perkins and James Wyatt. They did a fantastic job. If you want more cool "Incursion" content, go to www.paizo.com. Both the DRAGON and DUNGEON sections of the website offer downloads that support the cross-magazine event.

Matthew Sernett Senior Editor

Game Pride?

I've had enough! I just received issue #309 in the mail, apparently from my subscription to *Drag* magazine. It bothered me when I received issue #301 of "Dra_n" magazine, but now you've gone too far. Quit covering up the logo on the covers of your magazine! I hope you realize you're alienating potential readers who have never picked up a copy of *DrAGON* by doing so. A magazine's logo should always be clearly visible, especially considering how magazines are typically displayed on newsstands. I'll even forgive the letter "g" in "Dragon" that looks like it's on crack-at least that's distinctive and unique. But "drag" is when men dress up as women or vice versa. I don't read *Drag* magazine. I read *DRAGON* magazine and I'm proud of it!

Chad Bartlett Redmond, WA

Quibbling Somebodies

I would like to take this opportunity to send all of you that are working on my favorite magazines a note telling you all to keep up the good work. It must be very difficult to work with the constant annoying buzz of Internet geeks pontificating about your horrible transgressions in magazine creation! Seriously, I feel for you. I was surfing EN World this morning when I stumbled upon the message board update regarding a post by Erik Mona. Now I rarely read message boards, because I find that they are mostly a bunch of nobodies guibbling incessantly over nothing, but I do check them out when written by someone from the industry. I was absolutely shocked when I read the posts regarding your magazines! These people had nothing nice to say about anything. The way I see it is if they don't like the magazines, they should cancel their subscriptions. Oh, wait . . . none of them had subscriptions. In fact, a bunch of them say they think the magazines suck because they just look at them in the store and don't buy them. That is obviously a great way to judge the content of a magazine! I read your magazines just about from cover to cover and always find great information. Even if an article, adventure, or Mini-Game isn't my personal taste, I always find something I can put to good use in my games.

Did you note that I said games? Yes, I DM two different games a

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week. I actually play the game that so many of these message board geeks rip apart but don't actually play! Sorry. Those posts this morning really touched a nerve.

Keep up the good work, and know that at least one person you are writing for each month is going to really enjoy what you work so hard to create. Jeffrey J. Bickler

frey J. Bickler Brick, NJ

We're glad you love the magazines Jeffrey. Thanks for the praise and for being such a faithful reader.

You're lucky to play so regularly. Finding time to play and people to play with can be hard. For a lot of folks, DRAGON and the message boards are their only connection to their favorite hobby, and we can't fault them for that.

We do pay attention to Internet message boards. Although not always positive, the feedback we find there is sometimes useful in allowing us to understand how to serve different portions of the readership. We know we can't make all of the people happy all of the time, so we shoot for as many as possible and most of the time. Our indicator for that is issue sales, and in a time when most magazines are seeing a 20% drop, DRAGON is trending up.

That makes us very happy, but we're always looking for ways to do better. A lot of the criticism about DRAGON boils down to people saying what they don't want to see in the magazine. That's good to know, but the magazine can't improve by process of elimination. It's much more useful for readers to tell us the kinds of articles they like and why. The reason behind a favorable opinion about an article gives us the tools we need to evolve and improve with each issue.

If you know of some things we don't have in the magazine that you'd like to see, or things you've liked and you'd like to see more of, send an email to scalemail@paizo.com to let us know what they are and why. Until then, see you on the message boards.

> Matthew Sernett Senior Editor

PG-I3 Preconceptions

I have been playing D&D for a score of years now, and I was quite happy with the latest version. When I saw that 3.5 was coming out, I thought, "Great, they are improving a fine



What's so funny? Why, you are! So send your caption for this cartoon to **Caption/DRAGON Magazine**, **3245 146th PL SE Suite 110**, **Bellevue**, **WA g8007** by November 1st, and be sure to write "issue #311" somewhere on your entry. Your caption will undergo rigorous testing by the editors, and if it passes, it just might be printed in an upcoming issue. There's no need to cut up your magazine. If you want to include the drawing, send in a photocopy.

BY TONY MOSELEY

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Glacial Inferno

By Kent Ertman A mysterious fire-obsessed wizard has set sights on the kingdom, and a local lord enlists your help in taking the fight to the spellcaster's volcano lair. Amid salamanders, devils, and the wizard's thralls, the heroes discover a chilling surprise. A D&tD adventure for 7th-level PCs.

Forest of Blood

By Wil Upchurch

Evil has always crept among the forests of the North. With a powerful new alliance uniting the good communities of the Silver Marches, evil men plot to sow discord and violence throughout the region. A visit to a local fair puts the heroes on the wilderness trail of nature gone awry. A FORGOTTEN REALMS adventure for 5th-level PCs.

SPECIAL DUNGEON SUBSCRIBER SECTION

Sinkhole

By Phillip Larwood

Everything was fine when your heroes went to bed at the local inn, but when they awake they find that the inn has collapsed into a natural cavern infused with energy and haunted by creatures from the Plane of Shadow. Does your party have what it takes to escape to the surface? A D&D adventure for 4th-level PCs.



POLYHEDRON # 162

Add authenticity to your Star Wars campaign with a complete history and technical overview of the Millennium Falcon, including beautiful overview maps of the world-famous ship by cartographer Christopher West. Creighton Broadhurst takes us back to the Bright Desert in the Living Greyhawk Journal, with epic-level statistics for the infamous archmage Rary, Rodney Thompson catches up with a team of hackers usable in d20 Modern, and Kyle Hunter brings us the return of "Downer!" Plus an RPGA update, D&tD Player Rewards overview, d20 news, and more. product." But everywhere I read, I saw spells, skills, and feats being watered down-especially spells. I can't remember a single 3.5 spell description listed in DRAGON as not having some weaker effect. I keep seeing the words "improved" or "modified." Lets get real here. The article should say "weakened." Maybe I just play with mature adults, and the rest of the world is filled with a bunch of immature "Monty Halls" that cry about the rules to you guys. The spells work fine; leave them alone. Maybe you have heard of the saying "pussification of America"; well D&D 3.5 is the pussification of D&D.

Chris Liles San Diego, CA

You know, we hadn't heard that particular turn of phrase before. After a short Web search, it appears those of you who wish to do so can thank comedian George Carlin for popularizing that crude and misogynistic expression that he must have thought up while watching such fine '80s sex comedies as Porky's Revenge and Meatballs 3. We're glad you liked reading the 3.5 preview articles, but it seems like you're pointing at the tip of an iceberg and complaining about how small it is. Now that you have the books, try playing with the new rules, and see how they help make your game more fun.

> Matthew Sernett Senior Editor

D&D in Pop Culture

You asked for pop-culture references to D&tD, and I have two for you.

In the movie "Airheads," Brendan Fraser's character is confronted with his nerdy past and confesses that he played D&tD. From the crowd of onlookers, someone shouts, "I play D&tD too!"

Second, in the novel "Microserfs" by Douglas Coupland, the author makes the following references. Regarding some friends' living situation: "We gloated at their decision to live next to each other, but Susan told us to stop smirking like dungeonmasters." Commenting on former co-workers: "Up at Microsoft, geeks looked exactly like what they were-nerds, misfits, DUNGEONS &t DRAGONS players out on day pass."

C. Breslin Address Withheld



WINNER "That's is the last time we play poker with cupid!" Congratulations Leif Wennerstrom New Canaan, CT

RUNNER-UP "I don't think this is an option for avoiding the mounted archery penalty." Louie Bishop Panama City, FL

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The official D&D Miniatures line of prepainted plastic miniatures debuts in September, 2003 with the release of *Harbinger*, the first eighty-miniature set. Additional miniatures will be sold in randomized expansion packs containing eight miniatures each.

D&D Miniatures isn't separate from the D&D game—we've chosen the miniatures to support D&D roleplaying sessions as well as skirmishes and mass battles. Want a cleric of Yondalla? A wild elf barbarian? How about a displacer beast or a bearded devil? We've got them all, and you can have them soon.

You'll find that this product line has many applications to D&tD gaming. The rules and information provided allow you to use the D&tD miniatures any way you like.

HARBINGER OF THINGS TO COME

D&tD 3.5 was written with the knowledge that a lot of players and DMs like to use miniatures during play. As the years go by, the new miniatures line will provide D&tD players with the PCs, NPCs, and monsters they'll want most for their roleplaying sessions.

Harbinger, the first D&D Miniatures set, could have been called the Core Set. All but one of the *Harbinger* miniatures are straight out of the three core books, although we're far from finished with the goodies the core has to offer. Future expansions will also introduce creatures from the FORGOTTEN REALMS Campaign Setting, DRAGONLANCE, and EBERRON, the new D&tD campaign setting. The philosophy of the miniatures line is that these worlds are *all* D&tD, thus miniatures based upon them are potentially useful to any DM or player. If you don't like a certain creature's concept, you can always use the miniature for something you like better. But if you do like a particular miniature for its concept, you're in luck, because the new D&tD Miniatures have double-sided stat cards. One side lists its abilities in the streamlined skirmish system; the other side shows the mini's concept sketch and provides the creature's D&tD statistics.

After *Harbinger*, we'll release several sixty-miniature sets. The first expansion set is *Dragoneye*, which is due to come

out around November of 2003, shortly after the release of the *Draconomicon* D&D hardcover book. You can probably guess what's unique about this setdragons! The set is made for D&D, so it will include dragons of all sizes, alignments, and challenge ratings. The *Draconomicon* isn't the only new D&D book getting special attention in the miniatures line. We're also working on miniatures based on prestige classes from *The Complete Warrior*, classes and monsters from the *Miniatures Handbook*, and even a couple of scaly visitors from DRAGONLANCE.

THE SKIRMISH GAME

The D&tD Miniatures Entry Pack is the best way to get a number of useful miniatures and game aids, whether you're playing straight up D&tD or you want to play the skirmish game. It contains sixteen miniatures, a battle grid (bigger than the one in the *DUNGEON MASTER's Guide*), eight terrain tiles, and a 40-page rulebook for playing head-tohead skirmish battles on the battle grid.

The D&tD Miniatures Entry Pack turns D&tD into a tactical miniatures



by Rob Heinsoo & Jonathan Tweet - cartography by Christopher West

game by adding rules for command and morale. You can always count on your player character to keep fighting despite life-threatening wounds whenever you like, but you can't count on the creatures in your skirmish warband to do the same, especially if they're not properly commanded.

Commanders control any allies within line of sight or within 6 squares of themselves. They also have commander effects that allow them to grant bonuses to followers within 6 squares. Commanders are useful for maneuvering your warband and rallying routing creatures, but they lack the pure offensive power of followers such as the troll, hound archon, and displacer beast.

What does the skirmish system offer that the core D&tD game doesn't? In a word: less. Core D&tD is designed so that each player controls all facets of one multidimensional character's status and actions. If your group has no problem using the regular D&tD rules to stage free-for-all battles involving a dozen combatants with varying special abilities on each side, just find the roleplaying stats on the stat card and go to it. But if you want to play such battles faster, with more players, and with rules meant for miniatures rather than roleplay, the skirmish system offers a streamlined set of D&tD rules that emphasizes tactics and fun over recordkeeping and special-case rules.

For the skirmish game, the miniatures are divided into four factions. We used the four corner alignments as the basis for our skirmish factions. Each of these four alignments has strengths that separate it from its foes. These advantages are reflected in the point costs of the miniatures and in the specific bonuses granted by commanders. For example, Lawful Good creatures tend to have high AC, lots of access to healing, slow movement, and excellent commanders who give them the best morale. Chaotic Good creatures are fast, and they have the best ranged attacks as well as excellent ranged spellcasting. Chaotic Evil creatures excel at inflicting damage in melee, and Lawful Evil creatures are more likely to hit with their attacks.

These four factions don't mesh precisely with the D&tD versions of the creatures in terms of alignment. We assigned factions based on the group a given creature would be most likely to fight alongside, not strictly on its D&tD alignment. For instance, although an owlbear is neutral in D&tD, we couldn't see it fighting alongside paladins or arcane archers, so we assigned its factions as Lawful Evil/Chaotic Evil.

ORGANIZED PLAY

The RPGA Network will be focusing on using D&tD Miniatures in roleplaying for upcoming events. Organized Play leagues and tournaments will focus on head-tohead D&tD skirmishes. But there's also another way you can use D&tD miniatures: a mass battle game.

MASS BATTLES AND THE MINIATURES HANDBOOK

The mass battle rules will appear in the *Miniatures Handbook* this November. Topics include formed and unformed units, spell effects, morale, and how to convert PCs into mass battle characters.

Skirmish and mass battle players aren't the only people who'll want the *Miniatures Handbook*. In the process of converting to a 3-D miniatures vision of



D&tD, we thought of dozens of monsters and classes for which we wanted to do miniatures, but we didn't have access to them through other D&tD products. So we used the *Miniatures Handbook* to introduce them. The book presents seven prestige classes and four 20-level classes we want to do miniatures for, as well as monsters, spells, feats, and magic items that work well with both miniatures play and roleplaying.

For instance, we wanted to put a D&tD spin on the familiar figure of the Japanese samurai, so we invented looseknit groups of warriors who are mystically inspired by the chromatic and metallic dragons. In visual terms, we get to splice wonderfully ornate Japanese samurai armor with the distinctive heraldry of D&tD's dragons. In the roleplaying arena, the dragon samurai is a fighter-oriented prestige class that gains a breath weapon at 1st level.

COLLECTING THE MINIATURES

D&D miniatures come in three rarities: common, uncommon, and rare. The first set contains 20 commons, 33 uncommons, and 27 rares. The guickest way to collect the full set is to buy expansion boxes. Each such box contains eight miniatures. The contents vary, but overall the odds are that you'll get about 1 rare, 3 uncommon, and 4 common miniatures per box. Other randomized miniature games average one rare in every 3, 4, or 8 boxes, but we wanted to make it easier for you to collect D&D miniatures-not to mention easier to find specific creatures you want for your next D&tD session.

Most of the twenty-seven rare miniatures in the set were painted with more attention than most of the uncommon and common minis. This extra care doesn't constitute an unbroken rulemany common miniatures actually required more attention than they would ordinarily have received based on their rarity level.

If you're already an experienced miniature painter, you won't have much trouble adding your own touches to the base work we've provided. For example, the Elf Archer is a common miniature with a serviceable paint job, but it could certainly be improved with some drybrush work. Easy touches would include painting the bow or the feathers in the elf's hair.

The Owlbear has an excellent paint job that might be improved with a custom wash. If you're not an expert painter, the production-line Owlbear is likely to be one of your better-painted minis.

SAMPLE SKIRMISH CHALLENGE

The skirmish game accommodates different play scenarios that can mimic D&tD adventures. Here's an example.

Crazed Cultists' Temple

Deep in the haunted ruins, an evil priest has set up a temple. News of its existence has traveled quickly to ears both fair and foul. You are a commander with an elite warband, and you're on your way to take out the temple. Maybe you're a mind flayer leading displacer beasts on a raid for plunder. Or maybe you're a paladin leading stalwart warriors to do a dirty, dangerous job. You can build the warband as you please to take on the challenge.

Number of Players: Two.

Victory: You win if you totally eliminate the other warband.

Warbands: One player-the defendercontrols the temple's forces, as described below. The other player-the attacker-runs the invading warband, which she designs from scratch. If you can't agree who should play the attacker and the defender, you can bid on it. Whoever offers to raid the temple with fewer points is the attacker.

Defender: You play an evil cleric and the forces defending an evil temple. Use the creatures designated below.

Attacker: You play a warband coming to overthrow the temple. Build a standard 100-point warband of any faction; it doesn't have to be good. Evil temples are often raided by crusading paladins, but they can also be plundered by marauders or conquered by rivals.

EVIL TEMPLE WARBAND COST CREATURE

21 Evil Priest: Cleric of Gruumsh

- 21 Lieutenant: Tiefling Captain
- 10 Bodyguard: Troglodyte Zombie
- 12 Guards: Skeleton and/or Orc Warrior x4 total
- 10 Guard Animals: Wolves x2
- 30 Crazed Cultists: Human
- Commoner x6 (see below)
- 104 Total

Setup: Place the two assembly tiles together in the center. You may ignore the normal rule against placing walls against one another. Arrange the other six tiles around the assembly tiles, placing them on the borders of the map. At least one tile must be on each border, but do not place any of theses tiles so that they touch any other tile.

The defender deploys creatures on feature tiles, at least two or three creatures per tile.

The attacker deploys on either assembly tile. Once the attacker has set up, the opposite exit corner becomes the defender's exit corner.

Special Rule–Crazed Cultists: Crazed Cultists are a scenario-specific creature



type-common people who have devoted themselves so completely to evil that when they die, they turn into zombies.

Human Commoner miniatures and stat cards can be used for these creatures at the beginning, although the cultists do not have the Difficult 7 special ability that Human Commoners have. Whenever a cultist dies, replace its miniature with a Zombie and start using the Zombie stat card for it. Any special effects that were active on the Human Commoner before its death (such as a *blur* spell) now affect the Zombie if they apply to that kind of creature. Effects that don't work on Zombies (such as *hold person* spells) are negated.

If a creature with Cleave kills a Human Commoner, the extra attack can't be used on the resulting Zombie.

A Crazed Cultist has a nominal cost of 5, but since they're scenario-specific, their cost does not affect the standard dark temple scenario. The purpose of the zealots' nominal cost is to guide you in incorporating cultists into your own scenarios.

Variants

You might like to use any of the following variants to the dark temple scenario.

Surprise: Don't let the player taking the attacker's role know about the Crazed Cultists. Tell him that he's taking on an evil temple and that there's a special rule that applies to the scenario, but don't tell him about the zombies. Let him find out what happens to the Human Commoners by experience.

Temple Warband: The defender can build a different temple warband. For example, she might want to build a higher-point warband for bigger, longer skirmishes.

Square the Circle: Once the attacker has a warband that beats the temple

handily, create a warband for the other factions. Then see how many points it takes to match the temple with each.

Variant Cultists: Try bolstering the temple with Wolves that turn into Skeletal Wolves when they die, or Human Bandits that turn into Skeletons.

Three-Way: Two challengers arrive at the temple at the same time. Play a three-way game, with the victory established by scoring points (the standard method). Don't award points for Crazed Cultists until the attacker has eliminated their zombie forms!

Head Shot: The attacker gets only a 70-point warband, but he wins by eliminating the Cleric of Gruumsh.

Infernal Intervention: The forces of Hell don't want a chaotic temple in the haunted ruins, so they send four Hell Hounds to help the attacker. The attacker gets only a 70-point warband, but that player also controls the additional creatures. The Hell Hounds can't deploy on the same assembly tile as the regular creatures in the warband, they can't be put under command, and they don't benefit from commander effects. They function as though they're members of a third warband, except that the attacker activates them.

Abyssal Assistance: The forces of the Abyss want to protect the temple, so they send a Fire Elemental to fight alongside the cleric. Unfortunately, the forces of the Abyss aren't as well organized as the forces of Hell, so the Fire Elemental doesn't show up until the start of round 5. At that point, it appears as close as possible to the center of the battle grid. The attacker gets a 130-point warband in this variant.

Crazed Cultists' Temple as a Roleplaying Encounter The Crazed Cultists' Temple also works What's nastier than fighting demons and orcs? Fighting Demogorgon and Orcus, of course. The Aspects are summoned creatures that look just like the deities, demons, and devils whose powers they draw on. Once the *Miniatures Handbook* comes out, a DM won't have to invoke a full-powered deity or avatar to put divine force onto the table. Here's a concept sketch of one of the Aspects from the *Miniatures Handbook*.







as a one-encounter adventure for a fresh, 4th-level D&tD party. If you want to reduce the chances of PC casualties, give them plenty of warning and let them go into battle with their best preparatory spells cast.

For a higher-level party, you could use the temple as one encounter out of a larger adventure, but higher-level characters are likely to have spells and special abilities that let them circumvent the temple's defenses too easily. Thus, you would probably want to adjust the defenses to ensure a proper level of challenge.

The temple can be better defended if you determine in advance which entrance the party must use and array the guards to protect it. The adventure becomes easier for the PCs if you array the defender first to protect both entrances, and then determine randomly which entrance the PCs use. Be sure to place the two wolves near the entrance (or entrances) so that they can use their scent ability to detect invisible intruders.

The easiest way to keep track of the

terrain and creatures is to put them on the battlegrid, thus letting the players see information that their characters don't have. Alternatively, you could place terrain tiles and creatures only when they come into view.

In the roleplaying version of this scenario, each crazed cultist turns into a zombie when reduced to -1 hp or below. The cultist does not fall but is immediately replaced with a standing zombie. If the damage that slays that cultist drops it below -10 hp, subtract any damage in excess of -10 from the resulting zombie's hp. Thus, the PCs can smash or *fireball* a cultist so completely that there isn't enough left for a fully functioning zombie!

RANDOM DUNGEONS

We had a lot of fun using the miniatures' stat cards to make random dungeons when no one had the time to prepare a scenario. All you have to do is grab the stat cards for the miniatures you've got on hand, shuffle them up, and deal them out as the party enters each new room. The full system in the *Miniatures Handbook* uses CR as the basis of the opposition the PCs will face, and it even accounts for meeting occasional allies.

We ran out of room in the *Miniatures Handbook* and couldn't include our sample map for a random dungeon. So here it is!

This dungeon map is designed for use with the random dungeon system described in the *Miniatures Handbook*.

Size: The map fits on the battlegrid in the *DUNGEON MASTER's Guide*. If you already have a wet-erase battlegrid and don't need the one from the *DUNGEON MASTER's Guide*, you can draw this map permanently on that grid.

Corridor: The figure-eight corridor ensures that wandering monsters always have a way to get at the PCs. It also gives monsters a way to flee. The corridor is 2 squares wide to accommodate Large creatures.

Doors: All the doors are 2 squares wide to accommodate Large creatures. **Room Features:** See the *Miniatures Handbook* by Christopher Perkins illustrated by Dana Knutson, Mark Tedin, and Steve Prescott





medieval world with

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Tiresse peoples and cultures.



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00,000 Imagine a World Where nations clash over Deals, beliefs, and territories.



HOW A D&D WORLD IS BORN

It started with a simple call for proposals. Wizards of the Coast wanted to kick off a new campaign setting to coincide with the 30th anniversary of the DUNGEONS & DRAGONS game, and this time no stone would be left unturned to create the best possible new world. Everyone-seasoned professionals, staff members, and avid fans alike-had an opportunity to present their ideas. A committee at Wizards, surprised and delighted by the response, reviewed and debated the merits of more than 11,000 submissions.

Eleven thousand became ii. Eleven became three. And from the three, the seeds of a new world were sown.

Computer game designer and freelance RPG designer Keith Baker, with a handful of d2o System credits to his name, provided the proposal that was eventually selected. The proposal sparked the excitement and innovation that Wizards sought without forgoing the heroic medieval fantasy that defines D&tD. Once the proposal was selected, Bill Slavicsek (Director of RPG R&tD at Wizards) worked with Keith to develop and refine the new campaign's story bible. Art director Robert Raper (FORGOTTEN REALMS, *Star Wars*) brought in concept artists Dana Knutson, Mark Tedin, and Steve Prescott to sketch more than two hundred of the setting's characters, locations, and monsters, and share their vision, helping the designers capture the right look and flavor of this newborn world. Their goal was to create something that was definitively D&tD, while also being something new and different. As new sketches poured in daily, work on the campaign setting began in earnest.

Keith Baker, Bill Slavicsek, and veteran game designer James Wyatt (*Oriental Adventures, City of the Spider Queen*) started writing chapters of the campaign setting in February of 2003. In addition to describing the political and geographical landscape of the world, the book includes chapters on new races, classes, feats, equipment, spells, monsters, and adventures.

Watch for the *EBERRON Campaign Setting*, coming in Summer 2004 from Wizards of the Coast.



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CREATING YOUR өwп bloodlines

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sorcerer stand out as a unique and dynamic spellcaster. In any given campaign world, even more bloodlines plants abound in your campaign world, bloodline. Magical beasts might have necromancers, tapping forbidden and unholy spells, might find that their offspring have a grave-touched bloodline mented on sentient beings in the past, into another race.

feat, consider the unique properties of the ancestral line you wish to use. What are the physical abilities of the creatures you wish to use as progeniby spells? Are such beings associated with any particular places or types of similar questions form the basis for your new feat.

the clerical domain lists. Not all spells of the same level are equally helpful, depending on the nature of the campaign or world. Most of the spells you select for the feat should be sub-par for their level, and they should not be among the first spells a sorcerer have. DMs should feel free to give a game mechanics-they simply add unique flavor to the bloodline.

the sorcerer can normally learn and things, and the abilities they grant

bloodline feat (regardless of which one) can acquire them.

The base bloodline feats are most advantageous when taken in conjunction with the character's first level of sorcerer (or another class that casts spells in the same manner), but they can also prove beneficial to characters of higher level, especially for the purpose of accessing the other bloodline-related feats. DMs should consider the spell selections provided and how those fit into their game worlds before deciding whether to use these feats. The DM is always free to adjust the spell list to reflect campaignbased spell restrictions or new spells not described in the Player's Handbook, if desired (see the Creating Your Own Bloodlines sidebar for instructions on selecting spells for a bloodline feat).

Additional subtypes within each bloodline are also possible-most notably in the draconic bloodline, since a sorcerer's persona and abilities might reflect the specific kind of dragon in her ancestry. In such a case, DMs and players can adapt the base bloodline feat accordingly.

Wizards have schools, clerics have religions, and druids have circles, but the sorcerer is essentially alone. His power comes from within. Nature, not nurture, determines who he is and what he can do. Bloodline feats can help give sorcerers the unique place they deserve in your campaign world.

Air Bloodline [Bloodline]

One of your ancestors was a creature of elemental air. Beings associated with this element come in almost endless variety, and your characteristics might vary with the type of elemental creature from which you are descended. Regardless of your exact ancestry, you are likely to have blue eyes and wild, unkempt hair.

The descendants of cloud giants tend to be tall, loud, and often arrogant, but they have a strong appreciation for beauty. Characters with storm giant ancestors, on the other hand, tend toward gentleness and tolerance, but they can display violent tempers when provoked. Descendants of elemental flying creatures display a predatory nature in their movements and behavior, always preferring to keep the advantage of height and distance when dealing with others. Dust mephits produce skinny, morbid descendants, air mephits pass along their lively nature, and ice mephits lend their aloof and distant manner to their posterity.

Restless and moody, sorcerers with the Air Bloodline feat often adventure just to move. They might seem apathetic at times, but they can surprise others with quick emotional displays. Such characters tend to be impatient when others want to be still, and they enjoy spending long periods of time in debate.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- Obscuring mist 1.
- Gust of wind 2.
- Wind wall 3.
- Shout 4.
- Telekinesis 5.
- Control winds 6.
- Ethereal jaunt 7.
- 8. Summon monster VIII (elementals and outsiders with the air subtype only) Freedom

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Air Bloodline cannot learn or cast spells with the earth descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Arcane Kinship [Bloodline]

Creatures with a similar ancestry sense your kinship, and they react to you more positively.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You gain a +4 racial bonus on Diplomacy and Gather Information checks with intelligent creatures that share your heritage. For example, a character with the Air Bloodline feat would gain the benefits of this feat when interacting with creatures of the air subtype, and she might also gain benefit from this feat when interacting with flying creatures.

Celestial Bloodline [Bloodline]

One of your distant ancestors was a good outsider. The characteristics you display might depend in part on the kind of celestial heritage you have.

Descendants of devas or archons tend to be very decisive-quick to judge and guick to act. Characters with couatl or lillend ancestors are often physically beautiful, and they tend to favor snakes and other reptiles as familiars. Titanblooded descendants are usually taller than average for their races, and they usually have boisterous personalities. The most common sources of celestial blood, however, are minor good gods or the avatars of more powerful beings. A sorcerer descended from such a line can be very passionate about his faith, whether he follows his ancestor's religion or not.

Characters with the Celestial Bloodline feat are usually good-aligned, although not always. Their yearn for adventure stems either from a desire to aid others, an innate need to combat evil, or both. As such, celestial-blooded characters tend to focus their spell selections on good- or neutral-aligned spells that aid others.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Protection from evil
- 2. Daylight
- 3. Magic circle against evil
- 4. Rainbow pattern
- 5. Dismissal
- 6. *Guards and wards*
- 7. Sequester
- 8. Sunburst
- g. Summon monster IX (good outsiders only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the evil descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Celestial Light [Bloodline]

You gain the ability to produce light. **Prerequisites:** Celestial Bloodline, ability to cast 2nd-level arcane spells. Benefit: You can cast *light* five times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Draconic Bloodline [Bloodline]

You are descended from a dragon. The dragon bloodline is strong in both physical power and magic. Your characteristics might vary with the type of dragon from which you are descended, but you share some traits with others of draconic blood. Like your majestic reptilian ancestor, you are proud and of noble bearing, and you might even share its coloration in some way.

Although characters with draconic blood can have any alignment, they are prone to mimic their dragon ancestor's personalities. Others often see them as somewhat arrogant and obsessive, but the dragon-blooded usually feel justifiably proud of their abilities. Spellcasters with draconic ancestors love knowledge and beautiful items, and they often adventure to acquire one or the other. Their spell selections tend toward either flamboyant, combat-oriented spells, or knowledge-gathering spells. Sorcerers of this bloodline favor the same environments as their dragon ancestors.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Comprehend languages
- 2. Darkvision
- 3. Protection from elements
- 4. Fear
- 5. Mind fog
- 6. True seeing
- 7. Vision
- 8. Mind blank
- 9. Dominate monster

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

A character with the Draconic Bloodline feat retains many of the

strengths and weaknesses of his ancestor. As such, he must choose a category of spells (often spells with a certain descriptor) that he cannot learn or cast. (For example, the descendant of a green dragon might not be able to cast spells with the earth descriptor, while the heir of a bronze dragon might be denied access to spells with the fire descriptor.) Such spells do not appear on the character's spell list for any class. The DM should be involved in the decision about which category of spells the character is denied.

Dragon Sight [Bloodline]

You have a dragon's affinity for magic and can see magical auras. When you use this ability, your eyes glow with inner light.

Prerequisites: Draconic Bloodline, ability to cast 2nd-level arcane spells

Benefit: You can use *detect magic* three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Earth Bloodline [Bloodline]

You are descended from a creature of elemental earth. Your heritage probably stems from one of the humanoid-shaped beings from the Elemental Plane of Earth, although elemental earth creatures native to the Material Plane can contribute this bloodline as well. Regardless of the exact earth creature in your ancestry, you probably have a hardy, solid-looking body and dark coloration, and you might even exude an earthy smell.

Stone giants produce long, lean descendants who tend to be shy but playful. The progeny of earth mephits are generally stubborn, while those of salt mephits are often gifted with a sarcastic wit. Characters with gargoyle blood tend to be territorial and prone to violence, especially when it comes to protecting what is theirs.

Some would say that sorcerers with the Earth Bloodline feat are unchanging, but this assessment is not entirely true. Rather, they are slow to change—not to mention tough, determined, and unwavering in their goals. They generally enjoy being underground, so they like to delve into dungeons and other subterranean locales. **Prerequisites:** Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Enlarge person
- 2. Shatter
- 3. Keen edge
- 4. Stone shape
- 5. Transmute mud to rock
- 6. Move earth
- 7. Statue
- 8. Iron body
- g. Summon monster IX (elementals and outsiders with
 - the earth subtype only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the air descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Fey Bloodline [Bloodline]

One of your ancestors was a fey creature, or was raised as such. Fey sometimes take humanoid mates, or capture children and raise them as their own. Fey-blooded characters vary greatly in appearance, but most have some odd feature that marks them, such as a strange eye or hair color.

The heirs of dryads are often quite shy, but they possess quick minds and an earthy sort of beauty. Grig-blooded characters are mischievous and lighthearted, while those with pixie blood are prone to take their pranks too far. Characters with nixie blood are suspicious beings who tend to avoid strangers but remain fiercely loyal to places or persons they love.

Sorcerers with fey blood often have changing, fickle natures. They are quick to laugh and play tricks, but slow to forgive or forget slights. They adventure primarily out of a sense of alienation, seeking some place or group to which they can belong. They are fond of spells that deceive and manipulate emotions, such as *charm person.* Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry grants you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Detect secret doors
- 2. *Glitterdust*
- 3. Tongues
- 4. Hallucinatory terrain
- 5. Seeming
- 6. Mislead
- 7. Sequester
- 8. Otto's irresistible dance
 - . Wail of the banshee

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Although folklore often associates fey creatures with the spirits of the dead, this belief could not be further from the truth—in fact, all fey are inherently bound to life. Thus, characters with the Fey Bloodline feat cannot learn or cast spells that create or control undead, and all such spells are removed from the spell lists of all their spellcasting classes.

Fey's Fate [Bloodline]

You are touched by the luck of your ancestors.

Prerequisites: Fey Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You get a +1 bonus on all saving throws.

Fiendish Bloodline [Bloodline]

One of your distant ancestors was an evil outsider. The characteristics you display might depend in part on the kind of fiendish heritage you have. Many of your bloodline are dark in coloration, although great variation can exist depending on your specific ancestry.

Evil outsiders such as demons and devils produce a surprisingly large number of offspring on the Material Plane. Their descendants are frequently (but not always) evil. Demon-blooded characters and others descended from beings native to the chaotic evil realms are usually chaotic themselves, and at their worst they can be prone to greedy or lustful behavior. Those with devil-blood, on the other hand, tend to be lawful. They have no compunctions about bending the rules as far as possible, but they rarely break them. Like their fiendish ancestors, devil-spawn are known for keeping their word.

Characters with fiendish blood often seem driven—even haunted—by the potential for evil within them, especially if they try to hold to a neutral or good path. They frequently adventure out of a restlessness caused by their own internal struggles, although sometimes they do so simply because they enjoy killing, and adventuring provides a perfect outlet for that tendency. Such characters usually prefer spells of darkness and deception, even if they are good-aligned. SORCERER 🐺 SORCERER 🐺 SORCERER 🐺

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Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- Protection from good
- 2. Darkness
- 3. Sepia snake sigil
- 4. Bestow curse
- 5. Nightmare
- 6. Mislead

1.

- 7. Insanity
- 8. Maze
- g. Imprisonment

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the good descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Fire Bloodline [Bloodline]

One of your ancestors was a creature of elemental fire. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have wild red or coal black hair, and either smoky gray or golden eyes. Your heritage probably stems from one of the humanoid-shaped beings from the Plane of Elemental Fire,

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fully incorporate bloodline feats into your world, they can provide several roleplaying opportunities for your players. First and foremost, characters need not "discover" their bloodlines upon creation. Quests to discover the source of a character's arcane power can provide many adventure possibilities, and encounters with related creatures might stir the bloodline of a sorcerer and awaken her to the new possibilities within her own soul. DMs wishing to introduce the bloodline feats in this manner should consult with players while preparing for their introduction into the campaign to see if they are interested in the concept. Once a player has chosen a bloodline for a character, the DM is entirely free to play upon it.

One or more organizations might exist in the campaign world that recruit beings with certain bloodlines. Such groups could be fraternal societies dedicated to mutual aid, or organizations with more sinister purposes. Perhaps a dragon or devil is gathering a force of near-kin to wage war on a hated enemy, or simply to control errant offspring. Such organizations can provide characters with allies and enemies, as well as access to hidden lore, new spells, and prestige classes.

Over time, strong rivalries can build up between various bloodlines, and there might be a constant (if secret) war going on between rival bands of sorcerers and their allies. Similarly, organizations might exist that are dedicated to wiping out the perceived taint of a certain bloodline. In either case, an unsuspecting sorcerer might find herself the target of unprovoked attacks from unknown assailants. The conflicts arising from incompatible bloodlines can also make for interesting adventures and intriguing party dynamics although elemental fire creatures native to the Material Plane can contribute this bloodline as well.

The Descendants of azers see fire as a tool, and they love crafts that control the power of flame. They tend to prefer a regimented life and usually keep their destructive natures in tight check, although they are no less dangerous because of that forbearance. The descendants of fire mephits have a mischievous nature and enjoy destructive pranks, while characters with steam mephits in their ancestry consider themselves above such behavior and often look down on others with considerable arrogance. Fire giant spawn can be ruthless in achieving their goals, and even others with fire blood see them as brutal. None, however, can be as cruel as the descendants of salamanders.

Usually hot-tempered and unpredictable, characters with the Fire Bloodline feat can also be passionate, egotistical, and unusually prone to destructive behavior. They usually adventure for a chance at personal gain and glory. Fire holds a primal fascination and fear for most creatures, and scions of this bloodline use that to their advantage, often choosing mind-affecting spells to supplement their preferred destructive flame spells.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Hypnotism
- 2. Pyrotechnics
- 3. Tongues*
- 4. Fire shield
- 5. *Cloudkill***
- Summon monster VI (elementals and outsiders with the fire subtype only)
- 7. Delayed blast fireball
- 8. Sunburst
- g. Meteor swarm

*The subject's tongue resembles a tongue of flame.

**The fog produced has a smoky smell and quality.

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the water descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Fire Feet [Bloodline]

Wildfire moves quickly, and so can you. **Prerequisites:** Fire Bloodline, ability to cast and-level arcane spells.

Benefit: Your base speed increases by 10 feet.

Friend of the Earth [Bloodline]

Your deep affinity for the earth enables you to move across it with greater ease than others.

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Prerequisites: Earth Bloodline, ability to cast 2nd-level or higher arcane spells.

Benefit: You gain a +3 circumstance bonus on Climb and Tumble checks when in contact with stone or earthen surfaces.

Kin Mastery [Bloodline]

You can channel the energies of your arcane bloodline to turn or rebuke creatures with which you share a common heritage.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: Once per day, you may turn or rebuke creatures of the same kind as your bloodline ancestor as a cleric of one-half your level in the arcane spellcasting class that granted you access to your base bloodline feat. You may choose to either turn or rebuke such creatures upon taking this feat, but you cannot later change that decision.

Special: You may take this feat more than once. Each time you take it after the first, you gain an extra use per day of your chosen turning ability.

Power in the Blood [Bloodline]

You can call on your arcane heritage to cast one additional spell per day.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You may cast one additional spell per day, over and above your allotment for the class that qualified you for your base bloodline feat. The additional spell must be one granted by that feat.

Voice of Winds [Bloodline]

Your affinity for the air affects your speaking voice. When you wish it, your voice changes to reflect an amazing range of emotion. It can sound as kind and soothing as a gentle breeze, or as powerful and

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great way to make your character unique and gain lots of great roleplaying opportunities at the same time.

How does the character feel about her bloodline? For one character, his ancestry might be a source of shame—something to be hidden from the world. Another might boast of her unique nature, wearing clothes, adopting mannerisms, and even taking a name that reflects it.

How does the character feel about other bloodlines? Is he indifferent to others with rare ancestries, or does some rivalry arise between two characters because of the natural hostility of their ancestor races?

How does the bloodline change the character's behavior? You may choose to follow the play suggestions given in this article, or affect personality traits other than the ones given, as long as they are compatible with your character's selected bloodline. For example, characters with the Fire Bloodline feat might be afraid of water, or Descendants of good outsiders might be so pious that they put clerics to shame.

Want even more change? The "Prestige Races" article in *DrAGON* #304 (pages 47-52) gives great options for a player wanting to emphasize her unique ancestry even further

Not playing a sorcerer? You can still use this article! If the DM chooses to admit bloodline feats into the campaign, you must decide how your character deals with characters who have them. A ranger who has selected dragons as a favored enemy might not take kindly to a dragonblooded companion. On the other hand, a paladin who is normally distrustful of arcane spellcasters might welcome a sorcerer with a celestial heritage. Such interactions can be the source of mild frictions or friendships, or they might result in largescale conflicts. Alternatively, a nonsorcerer might come from a family with a strong bloodline but develop none of the powers associated with it. In such a case, you might use the suggestions for appearance and personality given for that bloodline to frightening as a howling storm. **Prerequisites:** Air Bloodline, ability to cast and-level arcane spells.

Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks made when speaking to others. This bonus applies even if the listeners do not understand the language you are speaking.

Water Bloodline [Bloodline]

You have a creature of elemental water as an ancestor. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have blue, green, or white coloration. Water blood stems both from planar elemental beings and creatures native to the Material Plane that have a strong affinity for water.

Triton spawn often seem well meaning but distant. Characters who can trace their water heritage directly to a being from the Elemental Plane of Water, however, can seem downright cold to others.

Water-blooded characters adventure for a number of reasons, but they all seem driven to go forward, go deeper, and overcome any obstacles in their paths. Some deep-seated instinct teaches them to be aware of what's going on around them, since death can come from any direction underwater. Since fluids are so adaptable, characters with this bloodline are fond of spells that deal with change.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

- 1. Expeditious retreat
- 2. Fog cloud
- 3. Water breathing
- 4. Quench

9.

- 5. Transmute rock to mud
- 6. Otiluke's freezing sphere Control weather
- 8. Summon monster VIII (elementals and outsiders with the water subtype)
 - *Elemental swarm* (water elementals only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Water Bloodline cannot learn or cast spells with the fire descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Waterborn [Bloodline]

- You were born to move through the water. **Prerequisites:** Water Bloodline, ability to cast and-level arcane spells.
- Benefit: You gain a +4 bonus on Swim checks. ♥

🖨 SPELLCASTERS WIZARDS 🏶 SPELLCASTERS WIZARDS 🏶 SPELLCASTE





By Christopher Perkins based on an idea by Monte Cook \cdot Illustrated by Jason Engle

The concept of spell templates is introduced in Arcana Unearthed, the new variant Player's Handbook written by Monte Cook for Malhavoc Press. Just as creature templates alter the basic statistics and abilities of monsters, spell templates modify existing spells, altering their parameters or requirements. A spellcaster who has access to a particular spell template can apply it to any of her spells that meet the requirements specified in the template's description.

In Arcana Unearthed, a character can acquire a spell template in any of several ways. She can gain a class feature or magic item that allows her to apply a spell template to her spells, or she can take a special kind of feat (called a ceremonial feat) that grants access to the desired template. Unless otherwise noted, use of a template to modify a spell does not increase its level.

Unlike other feats, ceremonial feats

involve magic and grant supernatural abilities. Access to spell templates is just one of the many benefits that feats in this category provide. Acquiring a ceremonial feat requires not only an available feat slot, but also a daylong ritual or ceremony. The ritual takes one week to prepare and requires special supplies and ingredients costing 100 gp. (This cost does not apply to a ceremonial feat taken at 1st level because the ritual is assumed to have occurred before the character enters play.)

This article presents seven new spell templates, as well as the ceremonial feats that grant access to them. The chart indicates which feats correspond to each new template.

SAMPLE SPELL TEMPLATES

A character who has access to more than one spell template can add multiple templates to a given spell, as long as all of them are applicable to that spell and she can pay all the costs. Unless otherwise specified, a spell template that applies a special effect to a spell does so only once, regardless of how many separate effects the spell produces. For example, if a spellcaster uses the ghost touch template on a *scorching ray* spell (which fires up to three rays), the ghost touch effect applies only to the first ray.

The following format is used to present spell template information.

Name

The description of the spell template discusses its origin, effect, and the kind of spells to which it can be applied. For example, some templates work only with spells that deal hit point damage, some with spells of a certain school or subschool, some with single-target spells, and so forth. Any physical effects that use of the template may have on the spellcaster are also noted here.

Cost: This cost must be applied each

SPELL TEMP	LATE FEATS
Spell Template	Associated
	Ceremonial Feat
Bloodleech	Bloodthirsty
Champion	Superior Summons
Concussive	Spellstrike
Elemalefic	Elemalefic Spellcaster
Ghost Touch	Ethereal Tendril
Invigorating	Invigorating
	Spellcaster
Shackled	Spellbinder

time the spell template comes into play. Costs might be material components of a certain value, or they might be verbal or somatic components that cannot be modified (or negated) by any means, including metamagic feats. For example, the Silent Spell feat cannot be applied to a spell with a verbal component that cannot be modified. Material components are consumed unless the component is specified as a material focus.

Prerequisite: This entry describes the ways in which the spell template can be acquired. In most cases, a spell template is acquired by taking the requisite ceremonial feat.

Bloodleech

Using methods taught by the spirits of slain necromancers, you draw strength from those you wound with your spells. Your veins throb and pulse visibly when you cast a bloodleech spell.

This template can be added to any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster is instantly healed of damage equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not heal any hit points.

Using a bloodleech spell against another sentient creature is considered an evil act.

Cost: Verbal component (a specific, guttural, evil-sounding word or phrase) that cannot be modified and a material component (a ruby worth at least 25 gp).

Prerequisite: Bloodthirsty.

Champion

You have learned ancient magical techniques for imbuing summoned monsters with greater power. Creatures summoned via champion spells appear slightly larger and more powerful than typical specimens of their kind.

This template can be added to any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with a champion spell have maximum hit points. Furthermore, you may cast spells with a range of "touch" on any creatures you have summoned without actually needing to touch them, provided that they are within your line of sight. For example, you could cast a blur spell on a creature you have summoned even if it's standing 30 feet away from you. All other parameters (such as range, number of targets, and the like) of a touch spell used in this manner still apply normally.

Cost: Material component (a topaz worth at least 250 gp).

Prerequisite: Superior Summons.

Concussive

You have learned how to direct your destructive spells so that they strike with maximum force. Concussive spells are louder than normal and seem to strike with greater impact.

This template can be added to any spell that deals hit point damage. Any creature damaged by a concussive spell must succeed on a Balance check (DC 10 + caster level) or be knocked prone by the impact of the spell.

Cost: Somatic component (thrusting hand gestures) that cannot be modified and a material component (a pearl worth at least 25 gp).

Prerequisite: Spellstrike.

Ghost Touch

You establish a link with the Ethereal Plane. A barely visible, silvery aura briefly surrounds you while you're casting a ghost touch spell.

The ghost touch template can be added to any spell with one or more targets. Spells with this template gain the ghost touch property and are not subject to the 50% miss chance that normally applies against an incorporeal target.

Cost: Material component (silver orb worth at least 50 gp).

Prerequisite: Ethereal Tendril.

Elemalefic

You have learned how to capture

minor elemental spirits and trap them in your spells. A spell amplified by the elemalefic template seems to form frowning skulls, grasping claws, or screaming faces of the appropriate energy type within its area.

This template can be added to any spell that deals energy damage (acid, cold, electricity, fire, or sonic). After the spell's normal duration expires, or after its damage is dealt, elemental spirits plague all creatures damaged by the spell for a number of additional rounds equal to the spell's level. This residual energy deals 1d4 points of damage per round of the same energy type as the spell itself dealt. For instance, a creature damaged by an elemalefic *ice storm* takes 1d4 points of residual cold damage per round for 4 rounds after the spell's duration expires. The spell is still considered to be in effect for the purpose of dispel magic.

A spell with this template gains the appropriate energy descriptor (the acid descriptor for an elemalefic acid spell, the cold descriptor for an elemalefic cold spell, and so forth).

Cost: Material component (worth 50 gp) that is specific to the energy type, as follows: a few drops of black dragon drool (acid), diamond dust (cold), a star made of woven copper wire (electricity), ruby dust (fire), or a golden tuning fork (sonic).

Prerequisite: Elemalefic Spellcaster.

Invigorating

You unlock ancient methods of manipulating divine healing energy. Your eyes turn white while you are casting an invigorating spell.

This template can be added to any spell that heals hit point damage. In addition to healing damage normally, an invigorating spell can remove any or all of the following conditions affecting the target(s): dazed, exhausted, fatigued, sickened, and stunned. You specify which conditions are to be removed when you cast the spell.

Cost: Verbal component (recitation of an ancient healing incantation) that cannot be modified.

Prerequisite: Invigorating Spellcaster.

Shackled

You have learned how to harness the residual, wasted energy of a spell and use it to hinder the mobility of your targets. The spell energies unleashed by a

shackled spell tend to linger even after the spell's effects have taken hold.

This template can be added to any spell with a duration other than instantaneous or permanent. In addition to its normal effects, a shackled spell causes each target to move at onehalf its normal speed (rounded to the next 5-foot increment) for the entire duration of the spell. If applied to a spell that itself reduces speed (such as slow), the effects are cumulative. Any reduction in speed also affects jumping distance, as normal.

Cost: Somatic component (a grasping hand gesture) that cannot be modified, a material focus (a set of silver shackles worth at least 100 gp), and material component (a golden key worth at least 25 gp). Spells of 9th level are not affected by this template.

Prerequisite: Spellbinder.

CEREMONIAL FEATS

The following ceremonial feats allow access to the spell templates described above. They also grant additional situational bonuses and benefits, as noted in their individual descriptions.

Bloodthirsty (Ceremonial)

After a daylong ritual involving you and at least six others, one of whom must be a necromancer, you gain mastery of the blood.

Benefit: You may apply the bloodleech template to your spells. If you have cast a bloodleech spell in the past 24 hours, you heal naturally at an accelerated rate, recovering hit points equal to twice your

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character level with a night of rest, or three times your character level with an entire day and night of rest.

Elemalefic Spellcaster (Ceremonial)

After a daylong ritual involving an invocation to angry elemental spirits, you can call upon their rage to enhance your spells.

Benefit: You may apply the elemalefic template to your spells. You also gain a +2 bonus on Survival checks made while you are on any of the four elemental planes.

Ethereal Tendril (Ceremonial)

After a daylong ceremony in which you sacrifice and devour an ether scarab (described in Monster Manual II), you can imbue your spells with the power to strike incorporeal foes.

Benefit: You may apply the ghost touch template to your spells. You also gain the ability to move at normal speed (instead of half speed) when traveling on the Ethereal Plane.

Invigorating Spellcaster (Ceremonial)

After completing a daylong ritual involving you and six clerics, you can cast healing spells that have additional invigorating powers.

Benefit: You may apply the invigorating template to your spells. You also gain a +2 bonus on all Heal checks.

Spellbinder (Ceremonial)

Upon completing a daylong ceremony during which you and the other six participants are shackled together at the

ankles, you master the ability to inhibit others' movements with your magic.

Benefit: You may apply the shackled template to your spells. You also gain a +2 bonus on Use Rope checks made to bind a creature.

Spellstrike (Ceremonial)

After a daylong ceremony involving you and at least six monks, you gain the power to knock down foes with vour spells.

Benefits: You may apply the concussive template to your spells. You also gain a +2 bonus on Concentration checks made to ignore vigorous, violent, or extraordinarily violent motion while casting spells (see Concentration in the Magic chapter of the Player's Handbook for details).

Superior Summons (Ceremonial)

After completing a daylong ritual attended by six others, at least one of whom is a conjurer, you gain the ability to summon more powerful creatures than normal and establish a magical connection with them.

Benefits: You may apply the champion template to your spells. Furthermore, you cast conjuration (summoning) spells at +1 caster level.

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zpellcasters clerics ***** zpellcasters clerics ***** zpellcaster



FACES OF HALLERIC CONCEPTS

by Ari Marmell · illustrated by Dan Scott

eligion is one of the primary defining factors in any culture. It influences behavior, attitudes, art, the making of war, the making of peace-and, in most D&D campaign settings, reactions to magic, monsters, and adventurers. In most cases and most campaigns, the cleric class as presented in the Player's Handbook is perfectly suited to representing the warriors, teachers, and servants of those faiths. Not all priests or deities are alike, of course, but between domain choices and prestige classes, the core cleric accommodates nearly all manner of the faithful.

Occasionally, however, the cleric class is almost right for a character, but not quite. Shouldn't a cleric who serves as an officer in a theocracy focus on different sorts of abilities than an adventurer? Wouldn't a priest who worships his tribe's ancestors manifest his powers differently than one who calls upon a deity? In such cases, perhaps what you're looking for is a specialist cleric.

SHARED RULES

As the classes given here are all derivates of the cleric, they possess many traits and features in common with the standard cleric class. Unless otherwise noted, a specialist cleric advances as a normal cleric and shares the following traits:

• Levels of specialist cleric count as levels of a standard cleric in terms of spellcasting ability, qualification for feats and prestige classes, and the like. A character must choose upon first becoming a cleric whether to be a core cleric or one of these variations. Once the choice is made it cannot be changed or unmade, and the character may not later multiclass into the core cleric or a different variant cleric.

• Specialist clerics share the standard cleric's aura and the restrictions against casting spells of an opposed alignment.

• Specialist clerics have the alignment restrictions of the cleric; that is, a specialist cleric's alignment must fall within one step of her deity's. • Except in the case of the evangelist, specialist clerics cast divine spells, based on Wisdom, and they must prepare their spells like normal clerics. They cast spells from the cleric spell list. They gain the same number of spells per day, but they do not receive the extra domain spell at each spell level.

• Unlike standard clerics, specialist clerics do not gain the ability to spontaneously cast *cure* or *inflict* spells.

• Except in the case of the evangelist, specialist clerics do not gain domains, either the special abilities or additional spells.

• Specialist clerics do not have the ability to turn undead.

ANCESTRAL SPEAKER

Many cultures, both primitive and surprisingly advanced, give their religious devotion not to deities (or at least not solely to deities), but to the spirits of their departed ancestors. An ancestral speaker calls upon his forebears, and the deceased patriarchs and matriarchs

of his clan, family, or nation, for spells and guidance. Unlike standard clerics, whose first devotion is often to their priesthood, an ancestral speaker serves and protects the honor of his ancestors and the well-being of his people with equal fervor. They are, after all, essentially the same thing; his people today are the family of those who have gone, and they themselves will one day be the ancestor spirits to following generations.

Hit Die: d8.

cLass xkiLLs

The ancestral speaker's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). Further, an ancestral speaker may choose any two cross-class skills to become class skills; these were taught to him by his ancestors during communion over the course of his training to become an ancestral speaker.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

cLass Features

All of the following are class features of the ancestral speaker.

Weapon and Armor Proficiency: The ancestral speaker is proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Ancestral Communion (Ex): In addition to spells, the ancestral speaker may pray to his ancestors for advice or knowledge. At 1st level, the ancestral speaker may request a bonus on any one specific skill, once per day. The ancestors grant him temporary knowledge of that skill, bestowing a competence bonus equal to the ancestral speaker's Charisma modifier plus his class level. It does not matter if the speaker already possesses any ranks in this skill or not; the ancestral speaker can use the skill even if he is untrained in its use or cannot normally use it. The bonus lasts for a number of rounds equal to 1 plus the ancestral speaker's Charisma bonus. At 5th level and every 5 levels thereafter, the ancestral speaker may use this power an additional time per day.

At oth level, the ancestral speaker may choose to ask the ancestors' advice, rather than seeking their aid with skills. Instead of a skill bonus, he may choose to ask them questions, as per the commune spell cast by a cleric

of his level. He may do this only once per day; any other uses of ancestral communion during that day must be requests for help with a skill.

Death Talker (Ex): Due to his long association with the spirits of the departed, the 4th-level ancestral speaker gains a +2 bonus to all Diplomacy, Bluff, Intimidate, and Sense Motive checks against undead. At 8th level and every 4 levels thereafter, this bonus increases by +2.

Holy Presence (Ex): The ancestral speaker is considered to be his own holy symbol, as he is descended from the beings on whom he calls. Thus, he need not carry any such symbol, and can cast spells with the Divine Focus component without one.

Improved Resurrection (Ex): The ancestors on whom the speaker calls well know the pathways between life and death, and they can smooth over the transition for anyone making the crossing at their speaker's behest. Anyone raised or resurrected by an ancestral speaker still loses a level, but only a portion of the normal XP. Under most conditions, level loss drops the victim to the halfway point of the old level; someone raised by an ancestral speaker drops to the threeguarter mark. For example, a gth-level character who is raised would normally drop to 32,000 XP. (A character

THE A	nces†ral sp	EAKER		
	Base	Fort.	Ref.	Will
Level	Attack Bonus	Save	Save	Save
15†	+0	+2	+2	+2
2nd	+1	+3	+3	+3
3rd	+2	+3	+3	+3
4th	+3	+4	+4	+4
5th	+3	+4	+4	+4
6th	+4	+5	+5	+5
7th	+5	+5	+5	+5
8th	+6/+1	+6	+6	+6
gth	+6/+1	+6	+6	+6
10th	+7/+2	+7	+7	+7
11th	+8/+3	+7	+7	+7
12th	+9/+4	+8	+8	+8
13th	+9/+4	+8	+8	+8
14th	+10/+5	+9	+9	+9
15th	+11/+6/+1	+9	+9	+9
16th	+12/+7/+2	+10	+10	+10
17th	+12/+7/+2	+10	+10	+10
18th	+13/+8/+3	+11	+11	+11
ıgth	+14/+9/+4	+11	+11	+11
20th	+15/+10/+5	+12	+12	+12



Ancestral communion 5/day, death talker +10

needs 28,000 for 8th level and 36,000 for 9th, so half the difference is 4,000.) If that character was raised by a speaker, however, he would drop only to 34,000 XP.

arcane djzcjple

Many worlds have gods of magic and clerics who worship them. Some clerics, however, give their devotion not to any deity of magic but to the concept and forces of magic itself. They believe that magic represents the fundamental power underlying all reality and worship it as a force higher than any god. These arcane disciples believe that all magic is inherently linked, although they have only managed to cross the boundary between arcane and divine in minor fashion. Many arcane disciples multiclass as wizards and go on to obtain the mystic theurge prestige class (see Chapter 6: Characters in the DUNGEON MASTER's Guide).

Hit Die: d6

cLass zkiLLs

The arcane disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

cLass features

All of the following are class features of the arcane disciple.

Weapon and Armor Proficiency: The arcane disciple is proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Bonus Feats: At 1st level, at 5th level, and every five levels thereafter, the arcane disciple gains a bonus feat. These feats must be either metamagic or item creation feats.

Arcane to Divine (Ex): At every level, the arcane disciple may choose one arcane spell from either the bard or sorcerer/wizard spell list. This spell must be at least one level lower than the highest-level divine spell the character may cast. The arcane disciple

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
15†	+0		+0		Bonus feat, arcane to divine
2nd		+3	+0	+3	Arcane to divine
3rd		+3		+3	Arcane to divine
4th	+3	+4		+4	Arcane to divine
5th	+3	+4		+4	Bonus feat, arcane to divine
6th	+4	+5		+5	Arcane to divine
7th	+5	+5		+5	Arcane to divine
8th	+6/+1	+6		+6	Arcane to divine
gth	+6/+1	+6	+3	+6	Arcane to divine
ıoth	+7/+2	+7	+3	+7	Bonus feat, arcane to divine
ııth	+8/+3	+7	+3	+7	Arcane to divine
12th	+9/+4	+8	+4	+8	Arcane to divine
ı3th	+9/+4	+8	+4	+8	Arcane to divine
14th	+10/+5	+9	+4	+9	Arcane to divine
ı5th	+11/+6/+1	+9	+5	+9	Bonus feat, arcane to divine
ı6th	+12/+7/+2	+10	+5	+10	Arcane to divine
ı7th	+12/+7/+2	+10	+5	+10	Arcane to divine
ı8th	+13/+8/+3	+11	+6	+11	Arcane to divine
ıgth	+14/+9/+4	+11	+6	+11	Arcane to divine
20th	+15/+10/+5	+12	+6	+12	Bonus feat, arcane to divine

may then add this spell to her normal clerical spell list, and forever after may cast it as a divine spell like any other. Furthermore, while the arcane disciple does not technically possess the Magic Domain (as she has no domains to choose from), all the spells of the Magic Domain are considered divine spells for the arcane disciple, and are added to her cleric spell list in addition to any arcane spells she chooses as she advances in level.

aspjran‡

Among some religious orders, the goal of the initiates is not to serve the gods but to become like them. Some cultures believe divine ascension is possible—that mortals can rise to take a seat beside the gods themselves. Others maintain that mortals cannot become divinities but that they might yet serve the gods on a higher plane as saints or proxies. Still others believe that even if they never achieve true ascension through their endeavors, their efforts to imitate the divine raise them above their fellow mortals.

Hit Die: d8

cLass xkiLLs

The aspirant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

HIT DIE

Skill Points at 1st Level: $(4 + \text{Int mod-ifier}) \times 4$. Skill Points at Each Additional Level:

4 + Int modifier.

cLass Features

All of the following are class features of the aspirant.

Weapon and Armor Proficiency: The aspirant is proficient with all simple weapons, with all types of armor, and with shields (except tower shields).

Spontaneous Casting: At 1st level, the aspirant gains the ability to lose any prepared clerical spell for any other clerical spell of equal or lower level, but only once per day. She may cast a spontaneous spell twice per day at 4th level, three times per day at 8th, four times per day at 12th, and five times per day at 16th level. This represents the aspirant's growing ability to manipulate divine energies directly.

Shield of the Divine (Ex): At 1st level, the aspirant gains a +1 bonus to AC. At 5th level and every five levels thereafter, the bonus increases by +1. This bonus applies even when the aspirant is flatfooted or helpless.

Divine Counterspell (Sp): An aspirant of 3rd-level or higher may counter a divine spell cast by another spellcaster without expending a spell for the day. The aspirant must be high enough level

zpellcasters clerics # zpellcasters clerics # zpellcaster

Aut I D		Ref.	Will	
Attack Bonus	Save	Save	Save	Special
				Spontaneous casting 1/day, shield of the divine +1
	+3		+3	
	+3		+3	Divine counterspell
+3	+4		+4	Spontaneous casting 2/day
+3	+4		+4	Shield of the divine +2 HIT DIE
+4	+5		+5	D8
+5	+5		+5	
+6/+1	+6		+6	Spontaneous casting 3/day
+6/+1	+6	+3	+6	
+7/+2	+7	+3	+7	Shield of the divine +3
+8/+3	+7	+3	+7	
+9/+4	+8	+4	+8	Spontaneous casting 4/day
+9/+4	+8	+4	+8	
+10/+5	+9	+4	+9	
+11/+6/+1	+9	+5	+9	Shield of the divine +4
+12/+7/+2	+10	+5	+10	Spontaneous casting 5/day
+12/+7/+2	+10	+5	+10	
+13/+8/+3	+11	+6	+11	
+14/+9/+4		+6	+11	
+15/+10/+5	+12	+6	+12	Shield of the divine +5, perfect self
	+1 +2 +3 +3 +4 +5 +6/+1 +6/+1 +7/+2 +8/+3 +9/+4 +9/+4 +10/+5 +11/+6/+1 +12/+7/+2 +12/+7/+2 +13/+8/+3 +14/+9/+4	+1 $+3$ $+2$ $+3$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+3$ $+4$ $+4$ $+5$ $+5$ $+5$ $+6/+1$ $+6$ $+7/+2$ $+7$ $+8/+3$ $+7$ $+9/+4$ $+8$ $+10/+5$ $+9$ $+11/+6/+1$ $+9$ $+12/+7/+2$ $+10$ $+13/+8/+3$ $+11$ $+14/+9/+4$ $+11$	+1 $+3$ $+0$ $+2$ $+3$ $+1$ $+3$ $+4$ $+1$ $+3$ $+4$ $+1$ $+3$ $+4$ $+1$ $+3$ $+4$ $+1$ $+3$ $+4$ $+1$ $+3$ $+4$ $+1$ $+4$ $+5$ $+2$ $+5$ $+5$ $+2$ $+6/+1$ $+6$ $+3$ $+7/+2$ $+7$ $+3$ $+6/+1$ $+6$ $+3$ $+7/+2$ $+7$ $+3$ $+8/+3$ $+7$ $+3$ $+9/+4$ $+8$ $+4$ $+9/+4$ $+8$ $+4$ $+10/+5$ $+9$ $+4$ $+10/+5$ $+9$ $+4$ $+11/+6/+1$ $+9$ $+5$ $+12/+7/+2$ $+10$ $+5$ $+13/+8/+3$ $+11$ $+6$ $+14/+9/+4$ $+11$ $+6$	+1 $+3$ $+0$ $+3$ $+2$ $+3$ $+1$ $+3$ $+3$ $+4$ $+1$ $+4$ $+3$ $+4$ $+1$ $+4$ $+3$ $+4$ $+1$ $+4$ $+3$ $+4$ $+1$ $+4$ $+3$ $+4$ $+1$ $+4$ $+3$ $+4$ $+1$ $+4$ $+4$ $+5$ $+2$ $+5$ $+5$ $+5$ $+2$ $+5$ $+6/+1$ $+6$ $+2$ $+6$ $+6/+1$ $+6$ $+3$ $+6$ $+7/+2$ $+7$ $+3$ $+7$ $+8/+3$ $+7$ $+3$ $+7$ $+8/+3$ $+7$ $+3$ $+7$ $+9/+4$ $+8$ $+4$ $+8$ $+9/+4$ $+8$ $+4$ $+8$ $+10/+5$ $+9$ $+4$ $+9$ $+11/+6/+1$ $+9$ $+5$ $+9$ $+12/+7/+2$ $+10$ $+5$ $+10$ $+13/+8/+3$ $+11$ $+6$ $+11$ $+14/+9/+4$ $+11$ $+6$ $+11$

to cast a spell of the same level as the spell she wishes to counter. To do so, an aspirant must ready an action to counterspell as normal, but the aspirant need not determine what the spell is. If the spell cast is not a divine spell, the aspirant cannot counter it, but she does not waste her use of this ability, only her action. The aspirant can use this ability a number of times per day equal to 3 + her Charisma modifier.

Perfect Self: At 20th level, the aspirant has become so fully connected with the power of the divine that she becomes a magical creature. This ability has the same effect as the monk ability of the same name.

BENEVOLEN‡

In many cultures, the primary function of the cleric is to bless the undertakings of others, to grant the gods' favor on those who labor in their name. The benevolent exemplifies this role. A benevolent is devoted to aiding and abetting others in their times of need and to increasing the good fortune of his allies. The benevolent is as capable in combat as any cleric-otherwise he could not accompany soldiers on the battlefield-but his focus is on their needs, not his own. The vast majority of benevolents are good-aligned, although evil ones are not unheard of. Hit Die: d8

cLass xkiLLs

The benevolent's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

cLass Features

All of the following are class features of the benevolent.

Weapon and Armor Proficiency: The arcane disciple is proficient with all simple weapons, with all types of armor, and with shields (including tower shields).

Spontaneous Casting (Ex): The benevolent has a wider range of spontaneous spells than the standard cleric, although they are all geared toward aiding others. The benevolent may lose any prepared spell of equal or higher level in exchange for any of the following spells: o-cure minor wounds, guidance, resistance; 1st-bless, cure light wounds, sanctuary; 2nd-aid, cure moderate wounds, shield other; 3rd-cure serious wounds, prayer, remove curse; 4th-cure critical wounds, restoration, spell immunity; 5th-atonement, mass cure light wounds; 6th-mass cure moderate wounds, heal; 7th-greater restoration, mass cure serious wounds; 8th-mass cure critical wounds; 9thmass heal.

Luck of the Gods (Sp): Starting at 4th level, the benevolent can, with a brief benediction, bestow good fortune upon others. The recipient of this prayer may, any time within the next 24 hours, reroll any single die roll, as per the granted power for the Luck Domain. If the blessing is not used within 24 hours, it is lost. Additionally, the recipient may add a luck bonus equal to the benevolent's Charisma bonus to any single roll during that 24-hour period. These two effects can be applied to the same roll. The benevolent may not use this power on himself, and he may use it only upon someone within one alignment step of his deity. Multiple applications of luck of the gods do not stack. This power may be used once per day at 4th level, twice per day at 8th level, three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

CRUZADER

The crusader is a holy warrior, a martial priest dedicated to battling the enemies of his church and spreading the teachings of his deity throughout the

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
ıst	+0	+2	+0	+2	Spontaneous casting
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	
4th	+3	+4	+1	+4	Luck of the gods 1/day
5th	+3	+4	+1	+4	
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	
8th	+6/+1	+6	+2	+6	Luck of the gods 2/day
gth	+6/+1	+6	+3	+6	
10th	+7/+2	+7	+3	+7	
11th	+8/+3	+7	+3	+7	
12th	+9/+4	+8	+4	+8	Luck of the gods 3/day
13th	+9/+4	+8	+4	+8	
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	
16th	+12/+7/+2	+10	+5	+10	Luck of the gods 4/day
17th	+12/+7/+2	+10	+5	+10	
18th	+13/+8/+3	+11	+6	+11	
19th	+14/+9/+4	+11	+6	+11	
20th	+15/+10/+5	+12	+6	+12	Luck of the gods 5/day

lands. The crusader is in many respects akin to the paladin, but is devoted solely to ridding the world of the followers of enemy gods, rather than the paladin's code. She wields weapon and spell with equal faculty, and is willing either to lead others into battle or to stand against the enemy alone.

Hit Die: d8.

cLass zkiLLs

The crusader's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Ride, (Dex), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

cLass features

All of the following are class features of the crusader.

Weapon and Armor Proficiency: The crusader is proficient with all simple weapons, with all types of armor, and with shields (including tower shields). In addition, the crusader may choose a single martial weapon with which she is proficient, as though she had the Martial Weapon Proficiency feat. Deific Foe (Ex): At 1st level and every 5 levels thereafter, a crusader must choose a deity opposed to her own god. The crusader gains a +4 morale bonus to attack and damage rolls against worshipers of the chosen deific foe.

Turn Foe's Followers (Su): Starting at 1st level, the crusader may turn or

destroy worshipers of her deific foe. This is resolved just like a normal cleric's turn undead ability, except that the ability only affects worshipers of the deific foe. A crusader can use this ability a number of times per day equal to 3 + her Charisma modifier. A crusader with 5 or more ranks of Knowledge (religion) gains a +2 bonus on turning checks against worshipers of her deific foe.

Bonus Feats: The crusader gains a bonus feat at 3rd level and every five levels thereafter. These feats must come from the fighter's bonus feat list, with the following alteration: Remove Weapon Specialization and Greater Weapon Specialization from the list (as clerics cannot take those feats), and replace it with Combat Casting.

Smite (Su): Once per day, beginning at 5th level, a crusader may make a smite attack against any foe, so long as the foe does not worship the crusader's deity and does not share either the deity's or the crusader's alignment. She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per crusader level. If the crusader accidentally smites a creature that does not qualify by the above conditions, the smite has no effect, but the ability is still used up for the day. At 10th, 15th, and 20th level the crusader gains an additional smite attempt per day.

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
ıst	+0	+2	+0	+2	Deific foe, turn foe's followers
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	Bonus feat
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	Smite
6th	+4	+5	+2	+5	Deific foe
7th	+5	+5	+2	+5	
8th	+6/+1	+6	+2	+6	Bonus feat
gth	+6/+1	+6	+3	+6	
10th	+7/+2	+7	+3	+7	Smite 2/day
11th	+8/+3	+7	+3	+7	Deific foe
12th	+9/+4	+8	+4	+8	
13th	+9/+4	+8	+4	+8	Bonus feat
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	Smite 3/day
16th	+12/+7/+2	+10	+5	+10	Deific foe
17th	+12/+7/+2	+10	+5	+10	
18th	+13/+8/+3	+11	+6	+11	Bonus feat
ıgth	+14/+9/+4	+11	+6	+11	
20th	+15/+10/+5	+12	+6	+12	Smite 4/day

evangelį z†

Variably respected, scorned, or feared by other clerics, the evangelist has an intensely personal relationship with his deity. He has little if any formal training, and did not necessarily set out to serve a god; instead, his link with his deity developed naturally, not unlike a sorcerer's spellcasting ability. Evangelists have a narrower range of spells than a cleric, but they are capable of casting their spells spontaneously, with no need for advance preparation.

Hit Die: d8.

cLass skiLLs

The evangelist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

cLass Features

All of the following are class features of the evangelist.

Weapon and Armor Proficiency: The evangelist is proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Evangelist Spellcasting: The evangelist casts divine spells from the cleric spell

list. His spellcasting ability is based on his Wisdom score. The evangelist casts these divine spells and gains spells known from the cleric list as a sorcerer casts arcane spells and gains spells from the sorcerer/wizard list. See the "Spells" ability of the sorcerer class for details. Note that the evangelist cannot learn a new divine spell in place of domain spells known. Domains: At 1st level, the evangelist chooses two domains. He gains the granted ability of both domains, and he adds all the spells listed on the domain spell list to his spells known list at the appropriate levels (although he still can't cast these spells unless he is of appropriate level). The evangelist does not gain the cleric's ability to cast extra spells chosen from the domain lists.

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
ist	+0	+2	+0	+2	Domains
end	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	Additional domain
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	
8th	+6/+1	+6	+2	+6	
gth	+6/+1	+6	+3	+6	
oth	+7/+2	+7	+3	+7	Additional domain
nth	+8/+3	+7	+3	+7	
ı2th	+9/+4	+8	+4	+8	
ı3th	+9/+4	+8	+4	+8	
ı4th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	Additional domain
i6th	+12/+7/+2	+10	+5	+10	
17th	+12/+7/+2	+10	+5	+10	
i8th	+13/+8/+3	+11	+6	+11	
igth	+14/+9/+4	+11	+6	+11	
zoth	+15/+10/+5	+12	+6	+12	Additional domain

EVAD	GEL	C‡ ZPEL	LS PER	day						
Level				3	4	5	6	7	8	9
15†	5									
2nd										
3rd		5								
4th										
5th										
6th			5							
7th										
8th				5						
gth										
10th					5					
11th										
12th						5				
13th										
14th							5			
15th										
16th								5		
17th										
18th									5	
19th										
20th										

evel				3	4	5	6	7	8	9
st		2+2								
rd	5	2+2								
rd	5	3+2								
th		3+2	1+2							
th		4+3	2+3							
th		4+3	2+3	1+3						
th		5+3	3+3	2+3						
th		5+3	3+3	2+3	1+3					
th		5+3	4+3	3+3	2+3					
oth		5+4	4+4	3+4	2+4	1+4				
th		5+4	5+4	4+4	3+4	2+4				
2th		5+4	5+4	4+4	3+4	2+4	1+4			
3th		5+4	5+4	4+4	4+4	3+4	2+4			
4th		5+4	5+4	4+4	4+4	3+4	2+4	1+4		
5th		5+5	5+5	4+5	4+5	4+5	3+5	2+5		
6th		5+5	5+5	4+5	4+5	4+5	3+5	2+5	1+5	
7th		5+5	5+5	4+5	4+5	4+5	3+5	3+5	2+5	
ith		5+5	5+5	4+5	4+5	4+5	3+5	3+5	2+5	
9th		5+5	5+5	4+5	4+5	4+5	3+5	3+5	3+5	
oth		5+6	5+6	4+6	4+6	4+6	3+6	3+6	3+6	2+







by Matthew Sernett · illustrated by Dan Scott

Aster of the elements and warden of the wild, the druid occupies a crucial niche among the spellcasting classes. Yet with such broad powers over plants, animals, elements, and the natural world, the druid class presents its own niches for specialization and more focused powers. A variant druid could specialize in plants, an element, a particular class of animal, or like the four variant druids presented in this article, dedicate herself to more esoteric ideas.

SHARED RULES

All the classes presented here are derivates of the druid. They share the same alignment restrictions and spell progression as the druid class, but they differ in many other ways. If the level advancement table and class features descriptions of a class presented below lack a class feature of the druid class, such as wild shape, that class does not gain that class feature. Levels of these classes count as levels of a standard druid in terms of spellcasting ability, qualification for feats and prestige classes, and the like. A character must choose upon first becoming a druid whether to be a core druid or one of these variants. Once the choice is made, it cannot be changed or unmade, and the character may not later multiclass into the core druid class or one of these variants.

WILD REAPER

Autumn is a time for harvest. The fruits of summer fall from the vine and collect to rot, bearing the seeds and becoming the food for the next generation. This is where death interjects in the cycle of life, making killing a means of rebirth. Wild reapers acknowledge this aspect of nature and love it for the vital force it is. With a dispassionate eye, the wild reaper sees the autumn of all creatures, and when a creature's harvest time comes, a wild reaper is ready with scythe and spell.

Wild reapers walk beside death. To them, dying is a healthy and necessary part of life. Yet wild reapers know death has its time and place in the natural cycle, like autumn has its place in the order of the seasons. Harvesting life too early prevents the birth of the next generation and diminishes the strength and wisdom the elderly pass on.

Wild reapers often unnerve people due to their preoccupation with death. They always seem to be looking for signs of illness or weakness in others, watching with predatory glee for evidence that a creature's harvest time has come. They keep company with beasts of a similar bent: carnivores and scavengers, nature's murderers and undertakers. Evil wild reapers earn a bad reputation for their fellows as even the smallest handicap or
THE WILD REAPER

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
15†	+0	+2	+0	+2	Animal companion, nature sense
2nd	+1	+3	+0	+3	Woodland stride
3rd	+2	+3	+1	+3	Spontaneous casting
4th	+3	+4	+1	+4	Resist nature's lure
5th	+3	+4	+1	+4	Wild shape (1/day)
6th	+4	+5	+2	+5	Wild shape (2/day)
7th	+5	+5	+2	+5	Wild shape (3/day)
8th	+6/+1	+6	+2	+6	Wild shape (Large)
gth	+6/+1	+6	+3	+6	Disease immunity
10th	+7/+2	+7	+3	+7	Wild shape (4/day)
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)
12th	+9/+4	+8	+4	+8	Turn undead
13th	+9/+4	+8	+4	+8	Resist death's lure
14th	+10/+5	+9	+4	+9	Wild shape (5/day)
15th	+11/+6/+1	+9	+5	+9	Wild shape (Huge)
16th	+12/+7/+2	+10	+5	+10	Fast healing 1
17th	+12/+7/+2	+10	+5	+10	Ability damage healing 1
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day)
19th	+14/+9/+4	+11	+6	+11	Timeless body
20th	+15/+10/+5	+12	+6	+12	Fast healing 3, ability damage healing a

injury is an excuse to "purify" a species. Neutral and lawful wild reapers take the long view, waiting for time to decide what lives must ebb so that new life can flow into the world. Good wild reapers judge for themselves what will make the world a better place and help the weak become strong and the foolish wise. Chaotic wild reapers encompass all these views, acting as whim takes them.

Wild reapers tend to stay in places where the evidence of death and the changes of the seasons are obvious. They favor temperate forests, but individuals can be found anywhere from marshes to mountains, wherever life and death flourish.

Hit Die: d8.

Class Skills

The wild reaper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). Skill Points at 1st Level: (2 + Int

modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the wild reaper.

Weapon and Armor Proficiency: Wild reapers are proficient with the following weapons: club, battleaxe, dagger, dart, kama, nunchaku, guarterstaff, scythe, sickle, sling, and throwing axe. They are also proficient with all natural attacks (unarmed strike, claw, bite, and so forth), regardless of the forms they assume (see Wild Shape, below). Wild reapers are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A wild reaper may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the ironwood spell description.) Wild reapers are proficient with shields (except tower shields) but must use only wooden ones.

A wild reaper who wears metal armor or carries a metal shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.* A wild reaper follows the same spell progression as the druid. Chaotic, Evil, Good, and Lawful Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Bonus Languages: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Animal Companion (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook* except that the wild reaper's animal companion must be a carnivorous or omnivorous animal that feeds on carrion.

Nature Sense (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Woodland Stride (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Spontaneous Casting: Starting at 3rd level, a wild reaper can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. In addition, the wild reaper can substitute a prepared spell with *soften earth and stone, warp wood, diminish plants, poison, blight,*

rusting grasp, transmute rock to mud, antilife shell, or finger of death so long as the spell chosen from this list is of equal or lower level than the spell being substituted.

Resist Nature's Lure (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Wild Shape (Su): At 5th level, a wild reaper gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all carnivorous or omnivorous animals that feed on carrion. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per wild reaper level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the wild reaper is familiar with.

A wild reaper loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

A wild reaper can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on the wild reaper advancement table. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form's Hit Dice can't exceed the character's wild reaper level.

Disease Immunity (Ex): At gth level, a wild reaper gains immunity to all diseases, including supernatural infections like mummy rot and lycanthropy.

Turn Undead (Su): Wild reapers despise undead as abominations outside the natural order. When a wild reaper reaches 12th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of two levels lower would. The wild reaper does not need a holy symbol to turn undead.

Resist Death's Lure (Ex): Starting at 13th level, a wild reaper gains a +4 bonus on saving throws against level drain and death effects.

Fast Healing (Su): Starting at 16th level, a wild reaper resists the call of

death before age should take her. She heals 1 hit point of damage per round. At 20th level this ability improves to fast healing 3.

Ability Damage Healing (Su): After attaining 17th level, a wild reaper resists weaknesses not caused by age. She heals 1 point of ability damage to all damaged ability scores each round so long as the wild reaper has at least 1 point of Constitution. At 20th level this ability heals 2 points to all ability scores each round.

Timeless Body (Ex): After attaining 19th level, a wild reaper no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the wild reaper still dies of old age when her time is up.

WIND WALKER

Air fills voids, flowing into hungry lungs to give life to the newly born. Air passes soft lips to breathe words, granting creatures the ability to comprehend one another. The wind walker knows he cannot hope to master these, the air's most subtle and powerful abilities, but he can gain power over its more brutal movements.

Wind walkers favor the element of air, and they relish the tornado as much as the breeze that tousles hair. Their love and devotion to the elemental force grants them control of gales and zephyrs. With a word and a gesture, the wind walker can call upon the air to slow his fall or bowl over a giant. Wind walkers long for the freedom of the open skies. They view all flying creatures as kindred spirits and call upon such creatures to accompany them as they follow the wind wherever it leads.

Wind walkers find it hard to abide stillness, both their own and that of the air. They are uncomfortable in enclosed spaces, and many are phobic of being underwater or buried alive. Evil and chaotic wind walkers take it upon themselves to show others the power of the least recognized element. Neutral and lawful wind walkers can often be found working with a group of flying creatures to protect them and serve their needs. Good wind walkers recognize that the air is an enigmatic and unpredictable force in the natural world, and they seek to ensure more good comes of it than ill.

Wind walkers are free spirits that tend to roam, allowing the concerns of more sedentary creatures to blow over them. They only become anchored to a place where they can experience many kinds of winds or when they see a threat to a community of flying creatures. For this reason, most wind walkers can be found in mountain ranges of all climes, but adventurous wind walkers can be found anywhere the wind blows and many places it does not.

Hit Die: d8.

Class Skills

The wind walker's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the wind walker.

Weapon and Armor Proficiency: Wind walkers are proficient with the following weapons: club, dagger, dart, javelin, guarterstaff, scimitar, shortbow, composite shortbow, sling, and spear. They are also proficient with all natural attacks (unarmed strike, slam, and so forth), regardless of the forms they assume (see Elemental Shape, below). Wind walkers are proficient with light armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A wind walker may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel.) Wind walkers are proficient with shields (except tower shields) but must use only wooden ones.

A wind walker who wears metal armor or carries a metal shield is unable to cast druid spells or use any of his supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: This class feature is the same as the druid class feature of the same

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THE WIND WALKER

	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
1ST	+0	+0	+2	+2	Aerial companion, aerial empathy, zephyr spellcasting
2nd	+1	+0	+3	+3	<i>Feather fall</i> (1/day)
3rd	+2	+1	+3	+3	Whispering wind (1/day)
4th	+3	+1	+4	+4	Air mastery
5th	+3	+1	+4	+4	<i>Feather fall</i> (2/day)
6th	+4	+2	+5	+5	Friend of the air
7th	+5	+2	+5	+5	Fly (1/day), whispering wind (2/day)
8th	+6/+1	+2	+6	+6	<i>Feather fall</i> (3/day)
gth	+6/+1	+3	+6	+6	Air spell immunity
10th	+7/+2	+3	+7	+7	Fly (2/day),
11th	+8/+3	+3	+7	+7	Whispering wind (3/day)
12th	+9/+4	+4	+8	+8	Air domain (granted powers)
13th	+9/+4	+4	+8	+8	Fly (3/day)
14th	+10/+5	+4	+9	+9	Air domain (domain spells)
15th	+11/+6/+1	+5	+9	+9	Timeless body
16th	+12/+7/+2	+5	+10	+10	Elemental shape (air elemental 1/day)
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	Elemental shape (air elemental 2/day)
19th	+14/+9/+4	+6	+11	+11	
20th	+15/+10/+5	+6	+12	+12	Elemental shape (air elemental 3/day, Huge elemental)

name described in the *Player's Handbook.* A wind walker follows the same spell progression as the druid.

Spontaneous Casting: A wind walker can channel stored spell energy into summoning or air spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any summon nature's ally spell or druid spell with the air descriptor, but the spell must be of the same level or lower. If used to cast a summon nature's ally spell, the summoned ally must have the ability to fly.

Chaotic, Evil, Good, and Lawful Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Bonus Languages: A wind walker's bonus language options include Druidic, the secret language of druids. Wind walkers are forbidden to teach this language to nondruids. Druidic has its own alphabet. This option is in addition to the bonus languages available to the character because of his race.

A wind walker also knows Auran, the language of air creatures, which he learns upon becoming a 1st-level wind walker. Auran is a free language for a wind walker; that is, he knows it in addition to his regular allotment of languages, and it doesn't take up a language slot.

Aerial Companion (Ex): A wind walker may begin play with a flying animal companion selected from the following list: eagle, hawk, or owl. This animal is a loyal companion that accompanies the wind walker on his adventures as appropriate for its species.

A 1st-level wind walker's aerial companion is completely typical for its kind except as noted in the sidebar on page 36 of the *Player's Handbook*. As a wind walker advances in level, the animal's power increases as shown on the table in the sidebar.

If a wind walker releases his companion from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an aerial companion that has perished.

Like a druid's ability to select an alternative animal companion, a wind walker may instead select an alternative aerial companion at higher levels. The wind walker applies the indicated adjustment to his wind walker level (in parentheses) for purposes of determining the companion's characteristics and special abilities. A wind walker of 4th level or higher may instead select a dire bat or hippogriff (level -3). A 7thlevel wind walker may choose a giant eagle, giant owl, or juvenile arrowhawk (level -6). A 10th-level wind walker may choose a griffon or adult arrowhawk (level -9). At 13th level, the wind walker may choose a dragonne (level -12). A 16th-level wind walker may choose an elder arrowhawk (level -15).

Aerial Empathy (Ex): A wind walker can use body language, vocalizations, and demeanor to improve the attitude of a magical beast or animal with the air subtype or ability to fly. This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills in the Player's Handbook). The wind walker rolls 1d20 and adds his wind walker level and Charisma modifier to the roll to determine the aerial empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals and magical beasts are usually unfriendly.

To use aerial empathy, the wind walker and target creature must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing a creature in this way takes 1 minute but, as with influencing people, it might take more or less time.

Zephyr Spellcasting (Ex): A wind walker casts druid spells with the air descriptor as though his caster level were 1 level higher. In addition, a wind walker adds +1 to the DCs of all such spells he casts.

Air Mastery (Ex): Airborne creatures take a -1 penalty to attack and damage rolls against a wind walker of 4th level or higher.

Feather Fall (Sp): After attaining and level, the wind walker can cast *feather fall* as a caster of a level equal to his wind walker level. The wind walker gains additional uses of this ability as shown in the wind walker level advancement table.

Whispering Wind (Sp): After attaining 3rd level, the wind walker can cast whispering wind as a caster of a level equal to his wind walker level. The wind walker gains additional uses of this ability as shown in the wind walker level advancement table.

Friend of the Winds (Su): At 6thlevel, a wind walker counts as two size categories larger when determining the effects severe wind have on him. See Table 3-24: Wind Effects in the DUNGEON MASTER'S Guide.

Fly (**Sp**): After attaining 7th level, the wind walker can cast *fly* as a caster of a level equal to his wind walker level. The wind walker gains additional uses of this ability as shown in the wind walker level advancement table.

Air Spell Immunity (Su): At gth level, a wind walker is immune to spells with the air descriptor, as though the spell failed to penetrate spell resistance. The wind walker may suppress this immunity for a specific effect he wishes to benefit from, such as the wind walk spell, using a standard action. Reactivating the ability is also a standard action.

Air Domain: A 12th-level wind walker receives the granted powers of the Air domain described on page 185 of the *Player's Handbook*. At 14th-level, the wind walker gains access to the domain spells of the Air domain just like a cleric; he may prepare and cast the domain spell listed for each level once a day so long as he is of a level high enough to cast spells of that level. A wind walker cannot use the spontaneous spellcasting ability with these spells.

Timeless Body (Ex): After attaining 15th level, a wind walker no longer takes ability score penalties for aging (see Table 6-5: Aging Effects in the *Player's Handbook*) and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the wind walker still dies of old age when his time is up.

Elemental Shape (Su): At 16th level, a wind walker can take the form of a Small, Medium, or Large air elemental once per day. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per wind walker level, or until he changes back. Changing form (to elemental or back) is a standard action and doesn't provoke an attack of opportunity. The new form's Hit Dice can't exceed the character's wind walker level. The wind walker gains all the elemental's extraordinary, supernatural, and spell-like abilities. He also gains the elemental's feats for as long as he maintains the elemental shape, but he retains his own creature type (humanoid, in most cases).

At 18th level, a wind walker becomes able to assume elemental form twice per day, and at 20th level he can do so three times per day. At 20th level, a druid may use this elemental shape ability to change into a Huge elemental.

METAL MASTER

If stone forms the bones of the world, then assuredly metal makes for the land's marrow. It colors cave walls and forms ingots in shallow streams, but it otherwise lacks the presence and power of the more obvious elements of nature. Yet when harvested and shaped for a purpose, few materials have strength enough to resist it. This quality of metal forms the core of the metal master's philosophy.

Metal masters are anomalous among druids. They forsake their connection to animals and the elements to focus on an aspect of the natural world that druids must deny themselves. They respect the potential of raw ore to become something greater, and devote themselves to mastering that process in themselves. Metal masters believe all creatures of the world have a like ability, both to be formed and form themselves, and in a world filled with so many potential tools and weapons, metal masters would be the forgers.

Metal masters see the world as a great foundry. Creatures are either smiths themselves or pig iron to be formed and used by others. This outlook causes many metal masters to be manipulative and dismissive with those who do not shown drive or impress with their actions. Evil metal masters exemplify this outlook, while lawful metal masters tend to be less dismissive but more controlling. Neutral metal masters care little for how other creatures forge their destinies and focus wholly on their own. Chaotic metal masters gleefully shape those around them without thought to the consequences; good metal masters try to teach others about their own potential to change themselves into a force for good in the world.

Metal masters stay close to sources of metal, and many can be found wandering caves or living on the banks of gold-filled streams. Metal masters love mines, so long as the detritus of such operations are cared for properly. Metal masters also journey into civilized areas more often than any other kind of druid. They prefer to use urban smithies, saving the natural world from the smoke and wastes of the process, and they also use these visits to mold others in their vision or preach their philosophy of self-actualization.

Hit Die: d10.

Class Skills

The metal master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the metal master.

Weapon and Armor Proficiency: Metal masters are proficient with all simple and martial melee weapons made primarily of metal. Metal masters are proficient with all armors and with shields (including tower shields).

Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.* A metal master follows the same spell progression as the druid.

Spontaneous Casting: A metal master can channel stored spell energy into druid spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast one of these spells so long as it is of the same level or lower: *chill metal, heat metal, rusting grasp, ironwood, transmute metal to wood, repel metal or stone.*

Chaotic, Evil, Good, and Lawful Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Bonus Languages: A metal master's bonus language options include Druidic, the secret language of druids. Metal masters are forbidden to teach this language to nondruids. Druidic has its own alphabet. This option is in addition to the bonus languages available to the character because of her race.

A metal master also knows Terran, the language of earth creatures, which she learns upon becoming a 1st-level metal master. Terran is a free language for a metal master; that is, she knows it in addition to her regular allotment of languages, and it doesn't take up a language slot.

Mine Sense (Ex): At 1st level, the metal master gains a +2 bonus on Knowledge (dungeoneering) and Knowledge (architecture and engineering) checks.

Metal Sense (Ex): At 3rd level, the metal master gains a +2 bonus on Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks.

Damage Reduction (Su): As a metal master forges a destiny and grows in power, her body makes a supernatural connection to the qualities of the metals in the earth. At 6th level, the metal master gains damage reduction 1/bludgeoning, her body becoming inured to all strikes but the blows that fall like hammers on anvils. This damage reduction improves as shown in the metal master advancement chart until at 16th level, the metal master loses her bludgeoning damage reduction and gains damage reduction 5/cold iron, silver, or adamantine. At this point, the metal master suffers less damage from all blows except those made from the metals that are the true blood and bones of the earth. At 18th level, this damage

reduction improves as shown in the metal master advancement chart, until at 20th level, the metal master has damage reduction 5/adamantine, reducing the damage of attacks from all but the hardest metal.

Major Creation (Sp): Once per day, the metal master can cast *major creation* as a caster of a level equal to her metal master level. The metal master can only create objects made of metal with this spell.

Timeless Body (Ex): After attaining 15th level, a metal master no longer takes ability score penalties for aging (see Table 6-5: Aging Effects in the *Player's Handbook*) and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the metal master still dies of old age when her time is up.

Iron Body (Sp): The metal master can cast *iron body* as a caster of a level equal to her metal master level.

WINTER WARDEN

In winter, the world sleeps. Blanketed with white and rimed to glistening, the land knows a peace like a kind and quiet death. Nature holds its breath through the season, anticipating the riotous and messy birth of spring with

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	Base	Fort.	Ref.	Will	
Level	Attack Bonus	Save	Save	Save	Special
ıst	+0	+2	+0	+0	Mine sense
and	+1	+3	+0	+0	
3rd	+2	+3	+1	+1	Metal sense
4th	+3	+4	+1	+1	
5th	+3	+4	+1	+1	
6th	+4	+5	+2	+2	Damage reduction 1/bludgeoning
7th	+5	+5	+2	+2	
8th	+6/+1	+6	+2	+2	Damage reduction 2/bludgeoning
gth	+6/+1	+6	+3	+3	
ıoth	+7/+2	+7	+3	+3	Damage reduction 3/bludgeoning
11th	+8/+3	+7	+3	+3	<i>Major creation</i> 1/day
ızth	+9/+4	+8	+4	+4	Damage reduction 4/bludgeoning
13th	+9/+4	+8	+4	+4	
14th	+10/+5	+9	+4	+4	Damage reduction 5/bludgeoning
15th	+11/+6/+1	+9	+5	+5	Timeless body
16th	+12/+7/+2	+10	+5	+5	Damage reduction 5/cold iron, silver, or adamantine
ı7th	+12/+7/+2	+10	+5	+5	
ı8th	+13/+8/+3	+11	+6	+6	Damage reduction 5/silver or adamantine
ıgth	+14/+9/+4	+11	+6	+6	Iron body 1/day
20th	+15/+10/+5	+12	+6	+6	Damage reduction 5/adamantine

glacial patience. This is the winter warden's time.

Like druids, winter wardens devote themselves to nurturing nature, but their affinity for the natural world takes peculiar form. Winter wardens champion frost, ice, and snow. They love the world most when cold winds float flurries through barren treetops, across dormant fields, and over whitecapped waves. They view winter as a great testing time for every creature, a period of winnowing that culls the old, weak, ill, and foolish to make room for the young, strong, and wise. Winter makes the world a better place in this way, and winter wardens follow the season's example.

Winter wardens tend to be quiet and watchful. They remain distant and aloof, even with long-time acquaintances. Neutral and lawful winter wardens can take this outlook to extremes, becoming inured to the suffering of others and uncaring about their plights. Chaotic or evil winter wardens often view themselves as blizzards, great tests that winter sends to ensure only the most hale or well prepared survive. Good winter wardens often seek to help other creatures ready themselves for hardships ahead, ensuring that the good as well as the healthy and the wise survive troubled times.

Winter wardens can be found in any cold locale, and many follow the winter season in its dance north and south of the equator. Particularly sedentary winter wardens live like many members of the standard druid class, choosing a particular natural area to call home and living there year round. Adventuresome winter wardens can be found anywhere, even places that never feel the delicious chill of their favorite season.

Hit Die: d8.

Class Skills

The winter warden's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + Int modifier) \times 4$.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the winter warden.

Weapon and Armor Proficiency: The winter warden has the same proficiencies and restrictions as the druid as described in the *Player's Handbook*.

Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.* A winter warden follows the same spell progression as the druid.

Chaotic, Evil, Good, and Lawful Spells: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Bonus Languages: This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Animal Companion (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Cold Casting (Ex): A winter warden casts all spells (including spell-like abilities) with the cold descriptor as though his caster level were 1 level higher. In addition, a winter warden adds +1 to the DCs of all such spells he casts.

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THE WINTER WARDEN

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	Base	Fort.	Ref.	Will
Level	Attack Bonus	Save	Save	Save
15†	+0	+2	+0	+2
2nd	+1	+3	+0	+3
3rd	+2	+3	+1	+3
4th	+3	+4	+1	+4
5th	+3	+4	+1	+4
6th	+4	+5	+2	+5
7th	+5	+5	+2	+5
8th	+6/+1	+6	+2	+6
	+6/+1	+6	+3	+6
	+7/+2	+7	+3	+7
11th	+8/+3	+7	+3	+7
12th	+9/+4	+8	+4	+8
13th	+9/+4	+8	+4	+8
14th	+10/+5	+9	+4	+9
15th	+11/+6/+1	+9	+5	+9
16th	+12/+7/+2	+10	+5	+10
17th	+12/+7/+2	+10	+5	+10
18th	+13/+8/+3	+11	+6	+11
19th	+14/+9/+4	+11	+6	+11
20th	+15/+10/+5	+12	+6	+12

Special Animal companion, cold casting, nature sense, wild empathy Ray of frost Drift stride Trackless step Ice stride Wild shape (1/day) Wild shape (2/day) Wild shape (3/day) Resistance to cold 5 Wild shape (Large) Wild shape (4/day) Resistance to cold 10 Wall of ice 1/day Wild shape (5/day) Resistance to cold 20 Wild shape (Huge) Otiluke's freezing sphere 1/day Immunity to cold Wild shape (6/day) Polar ray 1/day

Nature Sense (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook*.

Wild Empathy (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook* except that the winter warden does not suffer the usual penalty when using this ability on a magical beast of the cold subtype.

Ray of Frost (Sp): At and level, ray of frost is added to the winter warden's spell list as a o-level spell. He can prepare and cast the spell as part of his normal allotment of druid spells.

Drift Stride (Su): Starting at 3rd level, a winter warden can move across the top of snow and not step into it or be impeded in his progress over a snowy area, similar to the effects of a *water walk* spell. Snow enchanted or magically manipulated to impede movement still affects the winter warden.

Trackless Step (Ex): This class feature is the same as the druid class feature of the same name described in the *Player's Handbook.*

Ice Stride (Su): Starting at 5th level, a winter warden can move across ice and

not step onto it or be impeded in his progress over an icy area, similar to the effects of a *water walk* spell. He does not take two squares of movement to enter an icy area, and Balance, Tumble, or Climb DCs in the area are not increased for him. This ability does not protect the winter warden from the cold of the ice or the negative effects due to long contact. Ice enchanted or magically manipulated to impede movement still affects the winter warden.

Wild Shape (Su): At 6th level, a winter warden gains the ability to turn himself into any Small or Medium animal and back again once per day. His options for new forms include any creature of the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per winter warden level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the winter warden is familiar with, usually a creature that exists in arctic climes.

A winter warden loses his ability to speak while in animal form because he is limited to the sounds that an untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form.

A winter warden can use this ability more times per day as noted on the winter warden advancement table. In addition, he gains the ability to take the shape of a Large animal at 10th level and a Huge animal at 10th level. The new form's Hit Dice can't exceed the character's winter warden level.

Resistance to Cold (Ex): Starting at gth level, a winter warden gains resistance to cold 5. This resistance increases as the winter warden gains levels, as shown on the winter warden advancement chart.

Wall of Ice (Sp): After 13th level, the winter warden can cast *wall of ice* as a caster of a level equal to his winter warden level once per day.

Otiluke's Freezing Sphere (Sp): After 17th level, the winter warden can cast *Otiluke's freezing sphere* as a caster of a level equal to his winter warden level once per day.

Immunity to Cold (Ex): Starting at 18th level, a winter warden is immune to cold damage.

Polar Ray (Sp): At 2oth level, the winter warden can cast *polar ray* as a caster of a level equal to his winter warden level once per day.

∞ SPELLCasters Bards ∞ SPELLCasters Bards ∞ SPELLCast



By Patrick Younts and Jeff Quick · Illustrated by Matt Cavotta

MUSICAL prestige classes for bards

The truth about the average bard is that there's no such thing as the average bard. More than any other class, a bard's destiny is her own to choose. With a selection of diverse abilities, a bard can be a soldier, a sage, a diplomat, a spy, a performer, and the teller and subject of legends-a hero.

Here are five new prestige classes for the one class that always takes the road less traveled.

WORLDSPEAKER

In the mind of the worldspeaker, "the walls have ears" goes from cliché to credo. An experienced worldspeaker can talk to nearly anything and wring forgotten information from inanimate objects that others would not have thought capable of remembering. Worldspeakers know that everything has a story. As they learn more about the world around them, they learn to speak successively subtler and more magical languages in an attempt to retrieve the stories hidden in every creature or object. When they reach the pinnacle of their class, they can talk to nearly any living thing, from dragon to slug, to the elements that make up the world, and even the bodies of the dead.

Worldspeakers don't often call attention to themselves as separate or distinct from whatever their base classes might be. Most find it easier to carry on their conversations without meddling from outsiders who have poorer communication skills. Keeping their abilities a secret also allows them to maintain an aura of mystery and superior knowledge. A few worldspeakers, however, flaunt their abilities. These few usually travel with powerful friends, since someone with secrets to hide is usually someone willing to do unpleasant things to keep them hidden.

Bards are the undeniable masters of the worldspeaker class, and few learn the class's secrets without doing at least a little time on the lute. This is not due to any elitism on a bard's part. Rather, the worldspeaker's dedication to obscure, even supernatural linguistics is so great that only those who make an intense study of language can begin to learn the ways.

Worldspeaker Class Features

All the following are class features of the worldspeaker prestige class.

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→ SPELLCasters Bards → SPELLCasters Bards → SPELLCast



WORLDSPEAKER Requirements

To qualify to become a worldspeaker, a character must fulfill all the following criteria.

must fulfill all the following criteria. Concentration: 8 ranks.

Decipher Script: 8 ranks.

Knowledge (history): 4 ranks.

Knowledge (nature): 4 ranks.

Special: Must be able to speak, read, and write three languages that are not on the character's racial list of bonus languages.

WORLDSPEAKER Class Skills

The worldspeaker's class skills (and the key abilities for each) are:

Str: – Dex: – Con: Concentration.

Int: Craft, Decipher Script, Knowledge (any), Search, Spellcraft.

Wis: Listen, Sense Motive.

Cha: Bluff, Diplomacy, Handle Animal,

Gather Information, Perform. N/A: Speak Language.

fier.

Skill points at each level: 6 + Int modi-

Weapon and Armor Proficiency: A worldspeaker gains no additional proficiency with any weapons or armor.

Bardic Knowledge: If the character already has the bardic knowledge ability, his worldspeaker levels stack with the levels of any other classes that grant him that ability for the purpose of determining the bonus.

Bardic Music: If the character already has the bardic music ability, her worldspeaker levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each worldspeaker level, the character gains new bard spells per day and spells known as if she had also gained a level in the bard class.

Tongues (Sp): Once per day, a worldspeaker may speak as though under the effect of a *tongues* spell as cast by a 6th-level sorcerer.

Animal Speech (Sp): At and level, the worldspeaker has learned the speech of animals. At will he may speak as though under the effect of a speak with animals spell cast by a 5thlevel druid.

Plant Speech (Sp): At 3rd level, the worldspeaker has learned the speech of the plant kingdom. Three times per day, he may speak to plants as though under the effect of a *speak with plants* spell cast by a 5th-level druid.

Bardic Knowledge Bonus (Ex): Since a worldspeaker has so many opportunities to talk to unusual creatures, at 3rd level he gains a +2 bonus to bardic knowledge checks if he already has or gains the ability to make them.

Mineral Speech (Sp): At 4th level, if the worldspeaker speaks Terran, he may speak with stones once per day as if under the effect of a *stone tell* spell cast by an 1th-level druid. As the sturdiest, most consistent of the four elements, this ability is separate from elemental speech below.

Elemental Speech (Sp): Once per day at 4th-level, the worldspeaker may speak to one of the following elemental materials: air, fire, or water. She must speak the appropriate elemental language to do so (Auran, Ignan, or Aquan respectively). The duration of element speech is 1 minute.

All three elements are notoriously difficult conversationalists. A worldspeaker must succeed at a DC 20 Concentration check to focus and pull meaningful information out of the jumble of language an element conveys. As with *stone tell*, an element's perspective, perception, and knowledge might prevent the element from providing the details a worldspeaker is looking for (as determined by the DM).

Air is the most difficult element to talk to, as its ephemeral nature does not lend itself to collecting or retaining information. A worldspeaker can not speak intelligibly with air moving faster than a light wind. Within a half-mile radius, air can communicate the presence, approximate number, and size of breathing creatures of Small or greater size as well as the presence of objects of Gargantuan size or larger that air can reach. It cannot communicate information about anything underwater or underground where air cannot penetrate. Air can reliably forecast natural weather one day in advance.

Fire is often short-lived, and like air, has relatively little to tell. Fire can communicate how long it has been burning, and simple facts about anyone who lit the fire, passed within its light radius, or was burned by it. The fire can also reveal its fuel source.

Still bodies of water can relate facts about who or what has been in or

WORLDSPEAKER Class Features

	Base	Fort.	Ref.	Will		Spells per Day/
Level	Attack	Save	Save	Save	Special	Spells Known
151	+0	+2	+2	+2	Bardic knowledge, bardic music, tongues	+1 level of bard class
2nd	+1	+3	+3	+3	Animal speech	+1 level of bard class
3rd	+2	+3	+3	+3	Bardic knowledge bonus, plant speech	+1 level of bard class
4th	+3	+4	+4	+4	Elemental speech, mineral speech	+1 level of bard class
5th	+3	+4	+4	+4	Grave speech	+1 level of bard class

	Base	Fort.	Ref.	Will		Spells per Day/
Level	Attack	Save	Save	e Save	Special	Spells Known
15†	+0	+2	+2	+2	Bardic knowledge, bardic music	+1 level of bard class
2nd	+1	+3	+3	+3	Bright soul	+1 level of bard class
3rd	+2	+3	+3	+3	Peaceful slumber	+1 level of bard class
4th	+3	+4	+4	+4	Lament	+1 level of bard class
5th	+3	+4	+4	+4	Go gently	+1 level of bard class

drunk from them, as well as revealing the contents of their depths. Running water is too mobile to tell much useful information, although a worldspeaker can learn who stepped through or drank from the water upstream within the last 3d10 minutes, and can learn about a stream of water's source (its distance and any unusual facts about it). Precipitation and bodies of water with tides are overwhelming communicators. Information is so large and dispersed that it barely resembles speech. Water this dispersed can only relate the presence of creatures or objects that are Gargantuan size or larger within a two mile radius that the water touches.

Grave Speech (Sp): At 5th level, worldspeakers learn the mystic arts of drawing information out of corpses. Once per day, a worldspeaker may talk to a corpse as if under the effect of a *speak with dead* spell cast by a 15thlevel cleric.

THE MOURNER

Mourners use their musical gifts to honor the dead and ease the suffering of the living. Traveling from city to city and trained in all manner of funeral customs, mourners assist, and, when necessary, replace priests in the performance of last rites.

Mourners believe in the sanctity of burial and are sworn enemies of grave robbers and, especially, necromancers. They view non-intelligent undead as victims and use special bardic music abilities to restore their eternal slumber, but they mercilessly hunt and destroy intelligent undead.

All mourners have bardic backgrounds, with multiclass bard/clerics almost as common as single class bards.

Mourner Class Abilities

All the following are class features of the mourner prestige class.

Weapon and Armor Proficiency: A character becoming a mourner gains no additional proficiency in any weapon or armor for taking levels of the class.

Bardic Knowledge: If the character already has the bardic knowledge ability, her mourner levels stack with the levels of any other classes that grant her that ability for the purpose of determining the bonus, but only when making a bardic knowledge check that deals with funeral rites, undead, necromancy, or items associated with those topics.

Bardic Music: If the character already has the bardic music ability, her mourner levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each mourner level, the character gains new bard spells per day and spells known as if she had also gained a level in the bard class.

Bright Soul (Su): The mourner adds her Charisma bonus to all saves against necromancy spells and effects and all supernatural and spell-like abilities of undead.

Peaceful Slumber (Su): A 3rd-level mourner can use peaceful slumber to grant a corpse protection against reanimation. Peaceful slumber requires 1 use of the mourner's daily uses of bardic music and a Perform check. The mourner cannot take 20 on this check. The corpse then gains permanent spell resistance equal to the mourner's Perform skill check, but only against spells and spell-like abilities that speak with the dead, create undead, or raise or resurrect the

MOURNER Requirements



To qualify to become a mourner, a character must fulfill all the following criteria. Diplomacy: 8 ranks. Knowledge (religion): 5 ranks. Perform: 8 ranks. Special: The character must have the bardic music ability.

MOURNER Class Skills

The mourner's class skills (and the key abilities for each) are: Str: – Dex: Hide, Move Silently. Con: Concentration. Int: Craft, Decipher Script, Knowledge (any), Search, Spellcraft. Wis: Listen, Profession, Sense Motive. Cha: Bluff, Diplomacy, Gather Information, Perform.

Skill points at each level: 6 + Int modifier.





MEMORY SMITH Requirements



To qualify to become a memory smith, a character must fulfill all the following criteria.

Alignment: Any good. Craft (weaponsmithing or armor-

smithing): 5 ranks.

Knowledge (religion): 3 ranks. Perform: 8 ranks.

Use Magic Device: 5 ranks. Patron Deity: The character must worship Moradin before all other gods.

MEMORY SMITH Class Skills

The memory smith's class skills (and the key abilities for each) are: Str: Climb.

Dex: Disable Device, Open Lock. **Con:** Concentration.

Int: Appraise, Craft, Decipher Script, Knowledge (any), Search, Spellcraft.

Wis: Listen, Profession, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Gather Information, Perform, Use Magic Device. N/A: Speak Language.

Skill points at each level: 4 + Int modifier. dead. A mourner may grant a corpse spell resistance as many times as he wishes, but each use resets the spell resistance granted to the corpse, regardless of whether the Perform check has a higher or lower result.

Lament (Su): A 4th-level mourner can stir an undead creature's soul with a lament to lost life laced with the magic of necromancy. Peaceful slumber requires a standard action and two uses of the mourner's daily uses of bardic music. All undead within a 30-foot radius centered on the mourner who fail a Will save (DC 10 + mourner level + bard level + Cha bonus) fall prone and are held immobile as by the spell *halt undead* cast by a cleric of the mourner's class level. This is a sonic effect.

Go Gently (Su): A 5th-level mourner can, in the round immediately following the use of the lament ability, sever the cords of negative energy that bind undead to the material plane. Go gently requires a Perform check and 1 use of the mourner's daily uses of bardic music. Any undead within 30 feet that failed to save against the lament are required to make a second Will save against the same DC. Nonintelligent undead that fail are destroyed, and intelligent undead take damage equal to the Perform skill check. Use of go gently constitutes an attack against the undead and frees them from the effects of lament.

MEMORY SMITH

In ancient times, when the dwarven kingdoms were young and strong, their smiths crafted armor and weapons of legendary power. Unlike the lesser craftsmen among humans and elves, who could only enhance steel by binding spells within it, the dwarves understood the true smith's art and, using chants said to have been first sung by Moradin Soul Forger himself, could awaken the latent magic that lives within all metal. For centuries, dwarves were the undisputed masters of hammer and anvil, but endless wars with the goblin hordes sent their empires into slow decline and much of the ancient skill was lost-much, but not all.

Memory smiths are dwarves dedicated to recovering and reestablishing the lost arts of the ancients. To date, they have had much success; scouring old tomes and exploring the ruins of once great dwarven holds, they have unearthed secrets thought gone forever. Still, much work remains. Although many of Moradin's chants have been recovered, some of the most potent have yet to be found.

Most memory smiths are single class bards, their mastery of voice and wide breadth of knowledge is essential to mastering the old ways. Others are multi-class fighter/bards, using their abilities to punish the traditional enemies of the dwarven race, or cleric/bards, who see the abilities of the memory smith as a natural extension of their dedication to the Soul Forger.

Memory Smith Class Abilities

All the following are class features of the memory smith prestige class.

Weapon and Armor Proficiency: A character becoming a memory smith gains proficiency in all simple weapons and all martial axes, hammers, and picks. A memory smith is also proficient with all armors (heavy, medium, and light) and with shields, including the tower shield.

Bardic Knowledge: If the character already has the bardic knowledge abil-

MEMORY SMITH Class Features

	Base	Fort.	Ref.	Will		Spells per Day/
Level	Attack	Save	Sav	e Save	Special	Spells Known
ıst	+1	+2	+0	+2	Bardic knowledge, bardic music, spell smith (<i>endure elements, magic weapon</i>)	+1 level of bard class
2nd	+2	+3	+0	+3	Spell smith (align weapon, make whole)	+1 level of bard class
3rd	+3	+3	+1	+3	Spell smith (keen edge, magic vestment)	+1 level of bard class
4th	+4	+4	+1	+4	Spell smith (<i>divine power, greater magic weapon</i>)	+1 level of bard class
5th	+5	+4	+1	+4	Spell smith (disrupting weapon, fabricate)	+1 level of bard class

ity, his memory smith levels stack with the levels of any other classes that grant her that ability for the purpose of determining the bonus, but only when making checks about weapons, armor, or other items crafted of metal.

Bardic Music: If the character already has the bardic music ability, his memory smith levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each memory smith level, the character gains new bard spells per day and spells known as if he had also gained a level in the bard class.

Spell Smith (Ex): Each level of memory smith adds new spells to his bard spells known list. The memory smith casts these spells exactly as a bard casts arcane spells. A spell's level is equal to the class level at which the memory smith added the spell to his bard spell list. For example, when the memory smith gains keen edge at third level, he adds keen edge to his bard spells known list as a 3rd-level bard spell. See the Memory Smith Class Features sidebar for a list of what spells are gained.

BATTLE HOWLER OF GRUUMSH

Gruumsh One Eye bestowed on his chosen people many great gifts: strength, fortitude, courage, and boundless hunger for conquest. What he didn't rant were good singing ability or sparkling wit. Despite this, the bardic tradition is alive and well in orc culture, albeit in crude form.

Battle howlers of Gruumsh give mortal voice to their god's fury. At the forefront of every conflict, a battle howler's hoarse war cries incite his allies to incredible heights of fury and fortifies their courage. The most accomplished battle howlers can even channel Gruumsh's throbbing heartbeat, a sound that terrifies even the bravest opponents.

Most battle howlers of Gruumsh are half-orcs. Even so, the path of the bard is a difficult one, and few orcs or half-orcs remain bards for their entire career. Most battle howlers are bard/barbarians, as their abilities complement each other nicely. A rare few also spend time as clerics, their warrior's zeal giving them a true link to the divine.

Battle HowlerClass Abilities

All the following are class features of the battle howler prestige class.

Weapon and Armor Proficiency: A character becoming a battle howler gains proficiency in all simple and martial weapons and also with all armors (heavy, medium, and light) and with shields (except the tower shield).

Bardic Music: If the character already has the bardic music ability, her battle howler levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each battle howler level, the character gains new bard spells per day (and spells known, if applicable) as if she had also gained a level in the bard class. She does not, however, gain any other benefit of the bard class.

Rage (Ex): This ability functions exactly as the barbarian ability of the same name. If the battle howler already has the rage ability from some other class, the times per day that the rage ability can be used stack.

War Cry (Su): When a battle howler uses the inspire courage ability of bardic music, it affects all allies within 60 feet and the morale bonuses it provides are increased by +1.

Howling Rage (Ex): At 4th level, a battle howler can use the bardic music abilities inspire courage, inspire greatness, and inspire heroics while raging, provided she has access to them.

GREEN WHISPERER

Nature speaks and the green whisperer listens. The green whisperer is attuned to nature and the wisdom of animals. They spend time in the wildest corners of the world, humming soft lullabies for an adoring audience of birds, beasts, and flowers. A green

BATTLE HOWLER Requirements

To qualify to become a battle howler, a character must fulfill all the following criteria.

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Alignment: Any chaotic. Knowledge (religion): 2 ranks. Perform: 8 ranks. Feats: Cleave, Power Attack. Patron Deity: The character must worship Gruumsh before all other gods.

BATTLE HOWLER Class Skills

The battle howler's class skills (and the key abilities for each) are: Str: Climb, Jump, Swim. Dex: Balance, Ride. Con: Concentration. Int: Appraise, Craft, Knowledge (any), Search, Spellcraft. Wis: Listen, Sense Motive, Spot, Survival. Cha: Handle Animal, Intimidate, Perform.

Skill points at each level: 4 + Int modifier.

BATTLE HOWLER Class Features

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
151	+1	+2	+0	+0	Bardic music	+1 level of bard class
2nd	+2	+3	+0	+0	Rage 1/day	+1 level of bard class
3rd	+3	+3	+1	+1	War cry	+1 level of bard class
4th	+4	+4	+1	+1	Howling rage	+1 level of bard class
5th	+5	+4	+1	+1	Rage 2/day	+1 level of bard class

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GREEN WHISPERER Requirements

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BARDS

To qualify to become a green whisperer, a character must fulfill all the following criteria.

Alignment: Any neutral. Knowledge (nature): 8 ranks. Perform: 8 ranks. Survival: 5 ranks.

GREEN WHISPERER Class Skills

The green whisperer's class skills (and the key abilities for each) are:

- Str: Climb, Jump, Swim.
- Dex: Balance, Ride.
- Con: Concentration.

Int: Craft, Knowledge (nature), Search, Spellcraft.

Wis: Listen, Sense Motive, Spot, Survival.

Cha: Handle Animal, Perform.

Skill points at each level: 4 + Int modifier.

whisperer tends to be introspective and is more comfortable in the presence of unspoiled nature than in the depths of a dungeon. Still, they are not immune to the lure of adventure, and most share the bard's much storied wanderlust.

Most green whisperers are multiclass bard/druids. The majority of green whisperers are human, elven, or half-elven, but members of other races are by no means excluded.

Green Whisperer Class Abilities

All the following are class features of the green whisperer prestige class.

Weapon and Armor Proficiency: A character becoming a green whisperer gains no additional proficiency in any weapon or armor for taking levels of the class.

Bardic Knowledge: If the character already has the bardic knowledge ability, his green whisperer levels stack with the levels of any other classes that grant him that ability for the purpose of determining the bonus, but only when making a bardic knowledge check about something involving plants, animals, the elements, or items associated with those topics.

Bardic Music: If the character already has the bardic music ability, his green whisperer levels stack with the levels of any other classes that grant him that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each green whisperer level, the character gains new bard and new druid spells per day (and spells known, if applicable) as if she had also gained a level in the bard and the druid classes. He does not, however, gain any other benefit of the druid class.

Soothe the Savage Beast (Ex): Creatures of the animal and magical beast types suffer a -2 penalty on all saves against the green whisperer's fascinate, suggestion, and mass suggestion uses of bardic music.

Green Ear (Su): A 5th-level green whisperer's mind-affecting bardic music abilities affect creatures of the plant type.

SREEN WHISPERER Class Features

	Base	Fort,	Ref.	Will	
Level	Attack	Save	Save	Save	Special
151	+0	+2	+0	+2	Bardic knowledge, bardic music
and	+1	+3	+0	+3	~
3rd	+2	+3	+1	+3	Sooth the savage beast
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	Green ear

Spells per Day/ Spells Known +1 level of bard and druid class +1 level of bard and druid class





"HEY, I'M A PALADIN. SMITE MAKES RIGHT..." 70 September 2003

DEAD PC PORTRAITS: FOR THOSE OF YOU WHOSE PCs SPEND MORE TIME DEAD THAN ALIVE.



The Play's the Thing

COMBAT EXPERTISE FIGHTER FEAT COMBOS

by Michael Mearls

O f all the basic character classes, fighters are perhaps the most flexible. From a gallant knight clad in full plate armor who rides into battle atop a fearsome charger to a wily fencer who wears leather armor and relies on speed and accuracy to defeat his foes, the fighter class can cover a wide variety of characters. Your choice of feats not only plays a role in what your fighter can do, but also affects his personality and bearing. A nimble, clever elf archer uses different tactics and approaches adventuring much differently than a burly dwarf who relies on his thick armor to protect him and a single, decisive stroke of his greataxe to fell an enemy.

This article presents several different archetypal fighters, all of which can be built with the feats presented in the *Player's Handbook*. Although these combos are most suitable for fighters, who gain feats in quick succession, other classes can use them as well.

THE BACK ALLEY BRAWLER

Raised in a tough environment and forced to use every advantage she could find, the back alley brawler is a dirty fighter who employs a variety of tricks to overwhelm her foes. Notions of honor, chivalry, or fair play are utterly alien to her. This isn't to say that the brawler is a mean-spirited bully. As a hero, she protects the weak and uses her strength to overcome those she sees as evil. Once swords are drawn, however, the rule of the streets is all that applies: Conquer or be conquered. The brawler can be almost coldhearted in her drive to win. She thinks nothing of using lies, treachery, and ambushes to defeat her enemies. To the brawler, the end always justifies the means.

Improved Initiative + Quick Draw: This combination of feats allows you to catch your enemies by surprise, luring them into dropping their guard before you slip a knife between their ribs. Before your enemies can react, you have a weapon prepared and are ready to strike. With Improved Initiative, you can press this advantage before your enemies can recover.

Improved Unarmed Strike + Two-Weapon Fighting: Sometimes you need one extra attack to finish off an opponent. This combination provides an unexpected strike in battle. You can drop your shield or shift to a one-handed grip to smash your foe with your fist, changing the odds before he can react. When paired with Stunning Fist, this combination becomes even more helpful. Use your bare hands to stun your foe, follow up with a strike using your primary weapon, and repeat until your enemies are defeated. For additional mayhem, use a trip or disarm attack to neutralize your stunned opponent and put him at your mercy. If you carry a buckler, you can swap between an extra attack or AC bonus with ease.

Improved Unarmed Strike + Combat Reflexes: This is the ultimate combination for barroom brawls. If your Dexterity is high enough, this combination of feats can grant you a free attack against every unarmed opponent who attacks you during a round. Combine these feats with Improved Disarm, Weapon Focus (unarmed attack), and Weapon Specialization (unarmed attack) to strip away a foe's weapon and follow up with a half-dozen jabs to his face if he tries to stand and fight.

THE CLEVER STRATEGIST

Popular stereotype holds that fighters and barbarians move to the back of the party when heavy thinking is needed to solve a problem. With his high Dexterity and Intelligence, the clever strategist is an exception to this belief. He knows that a single dagger strike at just the right moment can prove far deadlier than a hundred sword strokes made at the wrong time. The strategist uses tactics and planning to put his enemies at a disadvantage. Once he has them where he wants them, he can wade into battle knowing that he has already won. The clever strategist might be a brilliant mercenary captain, a swordmaster who

wields his weapon with a monk's focus and discipline, or a scrawny but fast warrior who frustrates his enemies despite their superior might and deadlier weapons. These characters plot and plan their enemies' downfalls, scorning direct confrontation and engaging in Machiavellian schemes that would draw a rogue's envy.

Combat Expertise + Improved Disarm: Combat Expertise allows you to tailor your AC as needed, while Improved Disarm can transform a daunting opponent into a helpless target. Combat Expertise is a useful feat to employ when you are fighting against big, powerful monsters that have low ACs and high damage potentials. These creatures suffer size penalties to their attacks and ACs, so using Combat Expertise has minimal effect on your ability to hit them while allowing you to avoid their powerful attacks. Improved Disarm is useful against humanoids

such as orcs and hobgoblins. Without their weapons, these monsters are virtually helpless.

Exotic Weapon Proficiency (spiked chain) + Spring Attack: This combination provides the perfect way to

harass an opponent who lacks reach. Use these feats to dart in, strike an opponent, then move back without entering her threatened area. With this combination you can deliver attacks while forcing your enemies to move through your threatened area to fight you.

Exotic Weapon Proficiency (spiked chain) + Combat Reflexes: With its 10-foot reach, the spiked chain is a perfect partner for Combat Reflexes. With this combination, you gain free attacks against monsters without reach that charge you, while those with reach lose that advantage. You can also use your attacks of opportunity against spellcasters, archers, and other enemies. Simply move into range of your enemies and rain attacks of opportunity down upon them when they try to use ranged weapons and spells.

Exotic Weapon Proficiency (spiked chain) + Combat Reflexes + Improved Disarm or Improved Trip: For additional mayhem, pair your spiked chain and Combat Reflexes combination with Improved Trip or Improved Disarm. When making attacks of opportunity, use disarm and trip attacks to neutralize your enemies. An orc barbarian can't make a charge attack if you dump her flat on her face before she reaches you. Stand at the front of your party and casually flick away opponents' weapons with Improved Disarm as they draw your attacks of opportunity, leaving them virtually helpless or forcing them to waste actions drawing weapons or picking up their equipment.

THE OVERWHELMING FORCE

The perfect combo for a fighter who prefers raw might and power over trickery and agility, the overwhelming force bases all of her options on her Strength. This fighter would rather land one wild, devastating swing than a multitude of smaller cuts. Big, spectacular strikes are this warrior's calling card, and as such, she has a high Strength score. Her tactics, which usually don't go beyond "smash the monster until it drops," might seem simplistic to some, but with her skill in battle, that's all the tactical thinking she needs.

Power Attack + Cleave: The basic building block of the overwhelming force, Power Attack combines well with a high Strength. You can afford to reduce your base attack in order to gain additional damage, since you have a decent enough bonus to compensate for

Once he's eating dirt, the +4 bonus to hit prone targets takes care of the rest of the penalty for fighting with two weapons. the loss because of your high Strength. In turn, boosting the amount of damage you do helps you when you use the Cleave feat, since the harder you hit, the more likely you are to activate that feat. Using Power missing with your

Attack is a gamble. You chance missing with your attack but can potentially land a very powerful blow. As a rule of thumb, save this feat for big creatures like giants, who suffer a size penalty to AC but have a lot of hit points, or opponents that have lots of spells or special abilities but few hit points, like wizards or mind flayers.

Two-Weapon Fighting + Flail: Most players assume that Two-Weapon Fighting is the province of rangers and fighters with a high Dexterity, but a big bruiser can make excellent use of this feat. Consider wielding a flail in your off-hand to make trip attacks. Your high Strength compensates for the penalties associated with two-weapon fighting. In addition, a trip attempt requires a melee touch attack, and most large, powerful creatures have poor touch ACs. Once he's eating dirt, the +4 bonus to hit prone targets takes care of the rest of the penalty for fighting with two weapons. On the next round, you can either trip your opponent again or, if he remains prone, drop the flail, wield your primary weapon in two hands to increase your damage bonus, and even use Power Attack to deliver a savage blow.

THE SNIPING ARCHER

Not all fighters like to get up close and personal with their opponents. The sniping archer, for example, prefers to remain at the edge of a fight, using his bow or thrown weapons to whittle down his opponents. He relies on speed and maneuverability to keep his opponents at long range, peppering them with arrows and defeating them before they can reach him. Sniping Archers prefer plans and actions that keep them safe from trouble. Although often mistaken as cowards, they are far from cowardly. Rather, these fighters are cautious and prefer to calculate their risks. In combat, the sniping archer is most comfortable when he has numerous options available to him. He approaches other problems the same way, seeking to avoid committing himself to a single, unalterable course of action. The sniping archer values freedom and independence above all else, and just as he avoids becoming cornered in combat, so too does he avoid unnecessary entanglements and burdens in his personal life.

Point Blank Shot + Weapon Focus + Rapid Shot: These three feats serve as the basis for most longranged combat abilities. Effective archers make these feats their first

The valiant horseman is confident in

all things. She prefers a bold,

devastating charge and flings herself

at an enemy . . .

choices. In dungeon, forest, and urban environments, Point Blank Shot comes into play in almost every battle. The additional point of damage it grants you is important at low levels

when you cannot afford a mighty bow. Weapon Focus and Rapid Shot form a nice synergy, giving you a mere -1 total penalty to make an additional attack. This bonus shot is a good way to increase your damage potential, especially if you use a ranged weapon that gains no bonus damage due to your Strength modifier.

Two-Weapon Fighting + Rapid Shot + Quick Draw: This combination of feats turns thrown weapons into a good option for ranged fighters. Normally, you cannot make more than one attack per round with thrown weapons since they must be drawn as a move action. Quick Draw allows you to make a full attack, while Rapid Shot and Two-Weapon Fighting combine to give you two additional attacks without sacrificing too much accuracy.

Dodge + Mobility: While most archers use these two feats as a stepping stone to Shot on the Run, they also form a useful combination on their own, allowing you to move away from your opponents and find a secure place to rain arrows down upon the enemy. Combine these feats with the Tumble skill, and you can ensure that you are never cornered again.

THE VALIANT HORSEMAN

Riding atop a powerful charger, clad in heavy armor, and bearing a sword and lance, the valiant horseman fearlessly charges the enemy, skewering them upon her lance and grinding them beneath her mount's iron shod hooves. This combo produces a fighter

who is a lethal combination of speed and power. With a single charge, she can send an ogre, troll, or giant into flight. Her great speed allows her to chase down the nimblest opponent, while her strength allows her to carry heavy weapons and armor without slowing down. The valiant horseman is confident in all things. She prefers a bold, devastating charge and flings herself at the enemy, risking life and limb for a single powerful strike. She does not, however, simply stand in place and trade blows with her enemy after the initial contact. Instead she stays on the perimeter, circling back for another strike or seeking out the perfect moment to bring her lance to bear. After all, one misstep can send her tumbling from her mount and leave her surrounded by her enemies. The valiant horseman attacks all problems in her life with this same relentless confidence, well aware that a

> moment's hesitation can spell the difference between victory and defeat.

Ride-By Attack + Trample: Both of these feats enable you or your mount to move past an opponent and make an attack, allowing

you to take maximum advantage of your maneuverability. When used together, however, these two feats can also deal tremendous damage to a single target of your choice. At higher levels, Ride-By Attack limits your effectiveness because it allows you only one attack per round. By combining the feat with Trample, you can overcome this penalty by dealing extra damage to your target.

Dodge + Mobility + Ride-By Attack: One of the problems with feats like Ride-By Attack and Spirited Charge is that they can expose you to attacks of opportunity from your opponent's allies. Mobility allows you to charge past lesser monsters to target an important foe without suffering too many attacks. Remember that most feats work the same whether you're in the saddle or on foot. Obviously, Spring Attack and Run are useless while mounted, but Mobility and other feats are often overlooked when building characters that ride into battle.

September 2003

DM's Toolbox

HIRELINGS AND FOLLOWERS NPCS YOU SHOULD USE

by Johnn Four

n many groups, hirelings and followers are oft-neglected but important pieces of the campaign puzzle. After a hard day in the dungeons, heroes deserve a little rest, yet so much still needs to be done: mending armor, oiling weapons, cleaning orc crud from boot treads, and balancing the party's treasure books. How's an adventurer ever supposed to find enough time in the day to get everything done? The answer is simple: Hire someone to take care of these menial tasks for you!

Followers and hirelings can be huge boons to the game. For players, they can free up more adventuring time by managing the less exciting aspects of the PCs' lives, serve as tools and pawns, and add depth and power to the characters. On the other side of the screen, these NPCs can help the DM create memorable stories and rewarding campaigns, save on planning time, and increase storytelling options.

Many groups tend to avoid this category of NPCs. Players fear getting less DM attention and playing in slower games. DMs worry about extra design and maintenance loads and having more game elements to manage during sessions. Presented below is a simple process any group can use to ease hirelings and followers into a campaign without upsetting game flow or balance.

ADVANTAGES OF USING FOLLOWERS AND HIRELINGS

Being a DM can be time consuming. Unlike the players, the DM must spend time outside of game sessions preparing the campaign, organizing NPCs, creating and writing adventures, thinking up new storylines, keeping up with official rules changes and new options, and so on. With all they already have to do and keep track of, it is no wonder that many DMs are hesitant to add ongoing NPCs to their games. Still, followers and hirelings have some wonderful benefits, and there are ways to lessen the burden of managing them. Below are just some of the advantages of using these NPCs in your game. They can help you create memorable stories and rewarding campaigns. In urban and rural areas, campaigns take on lives of their own if the PCs are familiar with the area's residents. Realism and immersion improve when the characters can call upon NPCs whose names, jobs, and personalities are already known. Allowing the group to employ hirelings and attract followers increases the number of relationships the characters have within the campaign in a natural, unforced manner. In addition, players might be inclined to roleplay more once they get to know various NPCs through patronage of their services.

Followers and hirelings can also provide you with more storytelling options. They can act as plot hooks when desired, as they'll know others who require assistance, are in danger, or have special quests to perform. Hirelings provide an easy mechanism to spawn side-plots that do not overshadow your main story line, and they are a good source for PCs to turn to when they are stuck and need advice or clues.

They can add an economy to your campaign. It's challenging finding ways to dispose of the party's loot as the characters advance in experience. Encouraging the use of hired services and provisioning NPC followers adds a new dimension to a campaign's economy that has long-term, beneficial consequences. On the surface, hiring and taking care of NPCs might seem like an inexpensive task-just a few gold pieces for trail rations or services rendered. However, you can add additional costs and expenses as the campaign progresses to help the PCs part with some of their hard-earned loot. Here are some ideas.

1. Character pride. Do followers and hirelings reflect the party's image? PCs should be encouraged to dress and accessorize their NPCs to maintain the group's standards.

2. Hazard pay. It's one thing to mend garments or translate archaic text within the safety of a city, but having to accompany a group of heavily armed people through dangerous locales requires a bonus.

3. Pay raise. After a few months of traveling with a party, it would not be unreasonable for an NPC to request a pay raise. If the NPC services the characters from a civilized location, his rates will increase as business improves.

4. Up sell. NPCs often have more talents than just the ones they were hired to use. If they see new opportunities to make themselves valuable to the PCs, they should speak up and ask for appropriate compensation.

5. Survival. The party will want to keep favored, valuable, and trustworthy NPCs alive and successful. For those who travel with the party, they'll need better armor, potions, and other equipment to keep up with PCs. For sedentary hirelings and followers, they might need investments, loans, or endowments to remain in business or settled in a certain area so they can continue servicing the group.

They can save you valuable planning time. The more you roleplay an NPC, the better you portray her personality, abilities, and actions. If every person the characters meet is new, you're constantly

struggling to create new game material and to run it well during sessions. Hirelings and followers offer great opportunities to reuse existing game information in

The more you roleplay an NPC, the better you portray her personality, abilities, and actions.

a seamless way. This translates into better DMing and fewer planning tasks. It also lets you run new NPCs with reduced notes because there are other well-developed non-player characters around as back up.

They can help you gently guide the PCs, keeping them on track. With hirelings and followers in the area, you have an ongoing, in-character voice in the player characters' lives. This is important for guiding the party in subtle ways without taking away player freedom. Roleplaying in-character lets you guide play in a way that naturally fits the flow of the campaign. Also, if the party never establishes roots and tends to wander randomly, establishing relationships with reliable hirelings and followers who offer local area perks can often solve this problem.

EXAMPLES OF USEFUL HIRELINGS AND FOLLOWERS

Many adventuring parties use hirelings and followers as packhorses and pincushions. This leaves much of their potential untapped. The following is a list of possible roles for your hirelings and followers. *The Arms and Equipment Guide* provide a more extensive list along with suggested daily wages.

1. An investor, banker, or accountant who protects and handles party wealth that isn't carried by the PCs, and perhaps even generates some investment revenue.

2. The quartermaster who ensures the PCs' rations, components, missiles, and other inventories are always full in exchange for a low monthly maintenance fee. This ensures that the PCs are ready for adventure at a moment's notice.

3. A private investigator who chases down minor leads, prevents the party from splitting up, and gathers facts for the PCs without using up valuable game time.

4. A sergeant or "leader" who manages the other NPCs, saving the adventuring party a lot of headaches.

5. A healer and/or herbalist for a party low on healing spells.

6. A camp guard and/or servant who handles a number of menial tasks for the party. The PCs can hire NPCs with keen sight and hearing to watch over their camp at night, allowing the PCs to rest and heal. Servants can maintain equipment, provide meals, and handle and care for mounts.

> 7. A spellcaster who takes the role of investigator, providing the party with divination spells, freeing up party spellcaster spell slots. 8. A local villager

who acts as the party's seamstress. The PCs simply drop off fine materials and return to pick up wellcrafted clothes for upcoming social engagements, roleplaying encounters, or impeccable adventuring.

g. A mapmaker who handles accurate mapping for the party so the game doesn't get bogged down.to. An innkeeper who gathers rumors, leads, gos-

sip, and clues for the PCs.

11. A blacksmith who repairs items for the PCs or provides them with new goods as needed, offering them a "loyal customer" discount for their repeat business.

12. A bodyguard who watches over the spellcasters in the adventuring party, allowing them to concentrate and cast spells uninterrupted.

13. NPCs who have valuable item creation feats, allowing the PCs to free up feat slots.

14. Messengers who deliver important information so the PCs don't need to leave the adventure site. These NPCs can also coordinate communication between PCs when the party is split into more than one group.

15. A charismatic spokesperson who handles minor roleplaying scenes for a mostly melee- or action-oriented group.

VARYING YOUR HIRELINGS

Avoid making hirelings and followers similar each time they appear in your campaign. To fully reap the benefits mentioned in this article, try to make these NPCs distinct, with each having her own niche or roll to fill. While there are several ways to make NPCs distinct, there are two categories that most hirelings and followers fall into: task-relevant and location-relevant NPCs.

First, consider whether the NPC is single-task or multitask oriented. Single-task NPCs perform one service at a time for the party, whether it's transporting goods, crafting equipment, or scouting ahead. When the service is complete, the NPC and the group part ways until that service is again required or the NPC is assigned a new task.

Multitask NPCs open up an interesting range of options for DMs. Used occasionally, these NPCs can help keep things interesting. For multitasking NPCs, think "programmable." The players assign their hireling a series of tasks and possible reactions to any foreseen challenges. For example, the tasks and responsibilities of the party's Chief of Mining Operations is to keep the PCs' mine running smoothly, hire spellcasters to detect evil and magic every 100 yards, purchase new equipment as needed, and find buyers at the market each time 50 silver bars are produced while the PCs are away. Programmable NPCs can handle planning, mainte-

5 REASONS WHY A HIRELING

3. Experience. The NPC seeks training.

worth establishing a relationship with.

of becoming a full-fledged adventurer.

of the PCs.

food or money.

OR FOLLOWER WILL WORK FOR FREE

1. Hero worship. The NPC is enamored with one or all

2. Impoverished. The NPC is poor and will work for

4. Fate. The NPC feels that the PCs are special and

5. Relative. The NPC is related to a PC and has dreams

nance, and administration efficiently without sacrificing realism or success. In the past, a DM might have been loathe to allow her player characters to own and run a mine. However, employing a Chief of Mining Operations gives the PCs the benefits they want (revenue, satisfaction of ownership, coolness factor) and lets the DM run adventures without slowing things down for mine

maintenance and other issues. In fact, the presence of a PC-owned business, such as the mining operation example, can open up more plot and roleplaying opportunities.

Some NPCs will have a fixed location, such as a storefront or base of operations, while others will accompany the party or travel to various locales on business. Spice things up by changing the usual locations in which NPCs are found. Introduce a gnome tinkerer who loyally serves the rogue PC out of respect, but stays behind in his workshop to create ingenious new pieces of equipment for the rogue's upcoming adventures. Have the party's banker pack her bags (and a pair of burly bodyguards and six

porters) to accompany the group because she heard that during their last dungeon exploration, the PCs left behind thousands of copper pieces.

Next time you're creating a hireling or follower, think about whether the NPC is suitable for a single task or whether they can be programmed and given quests, missions, or a series of complex tasks. Also determine whether they are stationery and serve from a community or special location, or whether they are mobile and either accompany the party or go on quests of their own.

CONVINCING THE PLAYERS

Players might have a number of objections to using hirelings or followers based on past experiences or false assumptions. If they are adamantly opposed to using minor NPCs, don't force them. One option for convincing players is to have a frank discussion with them and address their concerns and objections. Sometimes though, words don't suffice, and it's easier to just show the players in-game. The four-step process outlined below allows Dungeon Masters to ease hirelings and followers into their games without upsetting the players or game balance.

Step 1: The Irresistible Offer

Your first goal is to establish a beachhead. Get the party to allow one hireling or follower into the campaign and see for themselves that these kinds of

NPCs are beneficial. Do this by creating an easy, "free trial" that the PCs can't say no to, perhaps in the form of a friendly servant who maintains the campsite or a private investigator who idolizes the PCs and generates clues for them. The purpose of this step is to get the PCs to agree to use a hireling or follower and to let that experiment succeed.

Step | Tips

1. Give the NPC an interest-

ing, trustworthy, non-abrasive personality. 2. The NPC should approach the party first and offer his services at well below cost or for free. Who can say no to free?

3. Immediately demonstrate the NPC's usefulness. 4. Avoid making the NPC seem too good to be true. Create a minor flaw, and provide a reason or motivation for why she will work for free.

Step 2: Establish Comfort Levels and Make it a Success

Once the NPC has been given the green light, let a few encounters or game sessions go by so the players become comfortable having an NPC involved.

Create a small number of minor situations where the NPC proves her value to the group. After this has been achieved, add more hirelings and followers, one at a time.

Step 2 Tips

 Let the NPC assume a supportive role-perhaps by handling simple tasks such as administration duties, mending, polishing, restocking, cooking, buying new equipment at reasonable rates, arranging training, supplying heal checks, guarding the camp, and so on. It would be wise, however, to avoid having the NPC do anything the PCs enjoy doing themselves.
Roleplay the NPC well. Make her interesting and fun but not too quirky.

3. Have the NPC's performance exceed expectations.

4. Stay organized.

5. Keep it simple. Let the NPC stay in the background most of the time and avoid having the plot revolve around her.

6. Have an NPC serve all the PCs to prevent party conflict. Alternatively, run an NPC who serves one character well to motivate the others to get NPCs of their own.

7. Make it fun, and avoid stealing the PCs' limelight. 8. When the time is right, introduce another hireling or follower by having the NPC refer a relative or friend to the PCs.

g. The NPC should not be a weakness to the party. Resist the temptation to use the NPC against the PCs, such as by becoming a hostage, disappearing, running ahead, starting trouble, or saying the wrong things at the wrong times.

10. Resist any urges you might have for constant interaction with the NPC. It's okay if she fades into the background while important events occur.

Step 3: Create Mutual Dependency

Once players are comfortable with the NPCs who work for or follow their characters, it's time to make them mutually dependent on one another. Mutual dependency ensures that the group continues to associate with hirelings and followers, and paves the way for the final, important step.

Step 3 Tips

 NPCs should provide true value to the party. You're not attempting to trick the players, and doing so would work against your goal of having the PCs accept the long-term use of hirelings and followers in your campaigns.

2. Add an autopilot feature. Let NPCs perform a reasonable series of tasks in the background for the

benefit of the PCs. Have players give you sets of instructions to which you apply timeframes, success levels, and results. What party can resist a number of agents and hirelings performing valuable tasks for them and reporting in from time to time? 3. NPCs should keep their contacts to themselves. In order to increase their value and hold onto their jobs, NPCs should try to be the middlemen in all transactions they're involved with. Consider keeping the identities, locations, and details of contacts, suppliers, informants, employers, relatives, and so on secret from the PCs.

4. Add more adventure. Slowly increase the number of side plots that the NPCs initiate and possibly control, and let them become integral links in main plot threads and adventures as well. If the PCs allow it, the NPCs can eventually become the party's agents, seeking out adventure opportunities that are more lucrative than quests the PCs find for themselves.

The NPC should not be a weakness to the party. Resist the temptation to use the NPC against the PCs . . .

5. Have NPCs make requests for research and development projects. Not only will this increase the NPCs' skills and make cool new options available

to the PCs, it can become a wonderful source of plot hooks for your stories.

6. Appeal to players' egos. Have rivals, employers, peers, and other important people pay sincere compliments to the characters on their coterie of fine followers and hirelings. In addition to creating fun roleplaying scenes, this technique reinforces the value of the NPCs' association with the party. 7. NPCs should specialize. Hirelings and followers should seek to improve their skills and find a valuable niche in the PCs' lives. They should also work at being better than other NPCs at their job, thus eliminating the competition.

8. Allow cooperation and synergy. The party's network of NPCs should work well with each other. Let one NPC's skills and knowledge synergize with another's to create greater value.

g. Allow growth. Hirelings and followers who gain some degree of success in their field might attract other NPCs and their own followers, thus increasing their value to the PCs. For example, the spy might gather and run a small network of spies, the smith might open a foundry, and so on.

10. Create loyalty. A loyal and trustworthy NPC should be retained at all costs because the PCs can't afford to have their affairs mishandled, possessions stolen, or secrets divulged. Encounters throughout game sessions should demonstrate the hirelings trustworthiness, and players should be rewarded when they demonstrate loyalty to the NPC.

11. Timeliness is important. NPCs should do their job without missing deadlines and letting down the PCs. 12. Parley can be valuable. If your group doesn't like roleplaying or long conversation scenes, have the NPCs take care of this aspect of the game and just present the players with summaries of the important information when the time is right. Spies, informants, researchers, scholars, sages, and socialites can gather information for the PCs, ensuring that the action keeps coming their way.

13. Make your hirelings unique and therefore irreplaceable. Perhaps she is a monster or from an exotic culture that occasionally plays an important role in your campaign. She might have a rare skill or important body of knowledge that comes into play from time to time.

14. Create revenue streams. The hirelings and followers can become minor income generators for the party. This revenue can be reinvested in the NPCs in the form of payment or new equipment (the NPCs

15. Build a growing infrastructure. Once a few NPCs

basic infrastructure with such elements as a base of operations, buildings, equipment, experience, skills,

relationships, revenue streams, contacts, emergency

are allied with the party, you can start to build a

names, locations, NPC statistics, and so on. 2. Create the impetus for adventure. The PCs should have more motivation to adventure now to meet rising maintenance costs and supply exotic raw materials for their army of craftsmen or merchant contacts. 3. Show consequences. What are the consequences of the PCs' success? These consequences might include rivalry, competition, espionage, and/or defense. If the seeds are planted early with a growing hireling base, then as the PCs reach higher levels, you'll have a natural supply of plots and adventures for them just from the repercussions of their growing power and network of hirelings and followers. Politicians and rulers might want to tap the PCs' as resources and make them allies to their causes. Envious foes might try to take them down a notch. An important follower might want to go his own way and compete with the PCs.

4. Develop plots. NPCs are more than a source of plot hooks. They are great tools for speeding up the

should suggest this), go toward research or craft projects, or perhaps just go straight into the group's treasure chest. If the NPCs ing, all the better.

NPCs are more than a source of plot hooks. They are great tools for speeding up the pace of your game . . . pace of your game or guiding a wayward party. NPCs can help untangle complicated plot threads and keep the game moving when the players are

stuck. Conversely, a hireling might make a story more complex or twisted by unknowingly acting as a red herring, bait, or a

devil's advocate. 5. Develop your campaign. Increasing and deepening the PCs' relationships with NPCs transforms "the guy who is the plot hook" into the group's favorite innkeeper with a problem. Let your campaign flourish by creating threads that stem from hirelings and followers, and whose scope is greater than the current adventure.

10 WAYS TO MAKE NPC MAINTENANCE AND MANAGEMENT SIMPLE AND EASY

1. Enlist the players' aid. Let players create NPCs and control them. While you might feel secrecy is important, your time is probably best spent on other planning activities. Feel free to track important secrets yourself, just not for every NPC.

 Assign homework where players create personality profiles or brief NPC backgrounds in exchange for greater control over their NPC hirelings and followers.

3. Create class, skill, equipment, and spell cheat sheets to carry around so you can maintain NPCs while standing in line, watching television, or commuting.

4. Make one night a week "NPC Night." Two hours of focused effort can help you accomplish a lot, and turning this into a weekly ritual will ease campaign maintenance.

5. Use character sheets or index cards to keep NPC

become self-support-

shelters and supplies, spy networks, and overseers. It's enough to say this exists and to provide occasional updates to the players, or you can let the group delve into as many details as they like.

Step 4: Leverage For DM Benefit

Once the group is reliant on their hirelings and followers, you can start to employ them for your own gaming purposes. While leverage might seem like a negative term, the end goal is always to provide an entertaining and memorable campaign for the players, not to create a DM-versus-player environment. It's an accurate term because it's possible to derive more campaign usefulness from NPCs who have relationships with the PCs than from those who don't.

Step 4 Tips

1. Build up your world. All the infrastructure and NPC maintenance from the previous steps might seem like a lot of work, but another name for it is world building. You do the work anyway, but now it has greater focus and relevance to the party. In addition, the players can ease your planning burden by fleshing things out that are related to their hirelings. Encourage players to create histories, backgrounds, building plans,

information organized. Use the same style for each NPC so that you can find information quickly. If you allow your players to run a few of your NPCs, consider creating both a DM version and a player version, with information you want to keep secret placed only on your version.

6. Create an NPC binder and organize it with tabs or flags. Group them by PC association, region/location, or type. Be sure to stock the binder with lots of blank paper and character sheets. For more ideas on creating binders and organizational systems, see "DM's Toolbox" in *DRAGON* #290.

7. Use Post-It notes for fast note-taking and stick them onto NPC information sheets. Have players transcribe the notes when they have nothing else to do. 8. Designate a player to handle NPCs each session. A quiet, organized player might be a good first choiceyou know, the one with the crisp character sheet and tabbed Player's Handbook. Or pick a new player to help him become more familiar with the game's rules. It might be wise to rotate this duty if it's taxing. You could also consider bringing in a player to just manage the NPCs if you have a lot of active ones in your game, but if you choose to do so, be aware that this player might grow bored with her role over time. If this happens, you should allow the player to create her own PC and join the group as a full-fledged player. Forcing her to remain the overseer of the NPCs will only create a frustrated, bitter player.

g. Create a character index and update it between sessions with core information and current duties or tasks being carried out, and distribute it to the group for fast reference.

10. For spellcasting followers and hirelings, ask players to make default spell lists for daytime, nighttime, urban locations, rural locations, wilderness locations, adventuring, and other typical situations found in your campaign. Then, depending on the situation, your NPCs can have their default spells ready. This will help streamline and speed up game play.

NPC followers and hirelings are avoided by many groups because DMs are worried about the time investment for planning and managing the NPCs. Players worry about losing play time to other players' henchmen. However, the benefits for employing these types of NPCs are many, chief among them being rewarding campaigns and increased storyline options. Use the four-step process detailed above to ease NPCs into the characters' lives at a manageable pace, stay organized, and don't be afraid to ask for help in order to let followers and hirelings thrive in your game.



Dungeoncraft

DUNGEON ADVENTURE, PART III THE INHABITANTS

by Monte Cook

ast month in "Dungeoncraft," we discussed building a dungeon adventure based on the map you create. Now that you've got your map and have a good idea of the inhabitants and features you want in your dungeon, you're ready for the next step: placing the monsters, traps, and treasures into particular rooms on the map.

Unfortunately, many DMs fulfill this step without giving it much thought: A handful of soldiers are placed in Room 7, an important NPC and some treasure are plopped into Room 26, and so on. Although this method works, it often results in a less dynamic adventure, and hence, a less-than-enthusiastic gaming group. Your goal as DM is to create a "dynamic dungeon," one in which the inhabitants don't just sit in their rooms and wait for adventurers to come slaughter them. In a dynamic dungeon, the DM creates more of a realistic, organic setting where the actions of the PCs affect and change the environment.

REALISTIC CONSIDERATIONS

Every dungeon is its own ecosystem. Before you can decide how the PCs will influence the dungeon and its inhabitants, you should give some thought to what it was like there before the PCs came barging in. You know the drill—what do the monsters eat? Where do they get their water? The basics.

Also consider the paths that the inhabitants take when roaming the dungeon. How does the displacer beast get around in a dungeon full of locked doors? What route must the orcs take in order to get to the exit? Each of the dungeon's inhabitants should have not only a way to get at food and water, but also a way to get out of the dungeon (unless there's a good reason for them to never leave). An exit route is important since most dungeons are not large or diverse enough to completely support either a predator or an herbivore, and because the creature had to have found a way into the dungeon in the first place.

All of these are important considerations, because when the PCs show up, the ecology is going to be

disrupted. An umber hulk that the PCs are completely unaware of might find all its food sources wiped out by the intruders. Thus, it might have to take actions to fix the situation—come after the PCs, begin raiding nearby farms, or whatever. A group of hell hounds cut off from their normal path to the exit might begin to try to break through an old locked door they never bothered with before.

ORGANIZED OR NOT ORGANIZED

Although all dungeons can be dynamic, how it's implemented depends on how organized it is. If the dungeon is an evil temple and all the inhabitants work for the clerics of the temple, then they most likely have all manner of plans and contingencies in place for when intruders come. The guards know to listen for sounds of trouble, and they are positioned close enough so that no one guard post can be taken out without the others being alerted (unless the intruders are particularly capable). If the intruders pass into the inner sanctum, the surviving guards from the outer posts are called in to help the clerics repel them. And so on.

It is unlikely, however, that the miscellaneous and mostly unrelated inhabitants of a dungeon that is now in ruins have a joint plan for what to do in case of trouble. Although these inhabitants might not coordinate their actions, they can still react to sounds and sights of danger, move around as needed, and in general act like actual, living creatures. A gang of lamias might not be allied with the nearby fire giant, but if they see the giant defeated, they know to be wary and set up some sort of defense or flee.

REACTIVE NOT PROACTIVE

Often times, in other contexts, people discuss how being proactive is better than being reactive. In a dungeon (or any roleplaying environment), however, the opposite is true. It's easy to be proactive in a dungeon. The DM-"roleplaying" the dungeon builders-figures that the PCs will probably go down a certain corridor, and so he places a devious trap in that corridor and has the kuo-toas in the chamber at the end of the corridor watch and come running if they see intruders caught in the trap. This kind of advance planning is commendable—it's good dungeon design but it's only half the story.

Planning for what the PCs might do ahead of time is being proactive, but what happens after the PCs actually arrive and do what they do, which might or might not be what you (and thus, the dungeon's inhabitants) thought they would do?

Now it's time to be reactive. You've got to figure out how the inhabitants react to various actions taken by the PCs. This can be handled in a few different ways.

The Alarm Model

One approach is to place the inhabitants in the dungeon and then determine the likelihood that the inhabitants of one location will hear and become aware of activity in another location. If you determine that they are aware, decide what they do in response. For example, you have two rooms, each connected by a hallway 50 feet long, with a single closed door between them. Bandits lurk in both rooms. If the PCs engage one of the groups in combat, can the other group hear the fight?

Actually, the game has mechanics for just this situation. The DC to hear the sounds of battle is -10. This is modified by +1 for every 10 feet of distance, plus +5 for the door. So the DC is 0. This means that anyone making a Listen check (unless they actually have a sizable penalty due to few or no ranks and a terrible Wisdom score) is going to hear the fight. Thus, you can know, even before the PCs show up, that if they attack the bandits in the first room, those in the second room will come to reinforce their allies, go alert the leader, use a magic item to summon an earth elemental to go deal with their foes, and so on. You can even estimate how long it will take them to put these actions into effect.

This method allows a kind of domino effect to occur in the dungeon. If the NPCs in area A hear the sounds of battle in area B, they come

This kind of advance planning is commendable—it's good dungeon design—but it's only half the story.

running. However, if the NPCs in area C hear sounds of activity in area B, they come running. And so on. Make sure that you don't design a dungeon where the PCs end up fighting everything in the whole place in one big encounter (unless that's what you want). Also remember that the "alarm" might encourage activities beyond running to reinforce allies. Some inhabitants might flee if they hear fighting. Others might cast certain spells, lock doors, summon more allies, hide, prepare for negotiation, and so on. The difference between this sort of "reactive" model and being proactive is that the inhabitants don't necessarily know ahead of time that this will happen—just you. You're not planning for the NPCs, you're planning for the game. You're being reactive ahead of time.

TAKING 0

In the alarm model, it's important to know when NPCs can hear things going on around them. However, skill checks are normally used when someone is trying to do something. An NPC guard makes a Listen check because he's on duty, alert, and expecting trouble, but what about NPCs who are not alert? What about a room full of bandits playing cards? Surely they don't deserve the same kind of Listen check as the alert guard.

To simulate this, you can assume that all guards take to on their Listen checks and that other inhabitants who are not actively being "alert" take o. "Taking o" is just like taking to. You assume that the character taking o got a o result on the die because he wasn't even trying. However, when the DC is low, or when skill bonuses are high, taking o can still result in a lot of success. It allows you to determine at which point someone who isn't paying any attention still might hear something (or Spot something).

You can do something similar with sleeping characters, but instead of taking o, they take -10.

The Contingency Model

Very similar to the alarm model, this method of making a dynamic dungeon assumes that the dungeon's residents will act differently depending on the circumstances, the most obvious being the appearance of intruders (most likely the PCs). You simply need to determine what those triggering circumstances are and what the resulting contingency might be. If the

PCs do X, the NPCs respond by doing Y.

This method of design has a more general approach than the alarm model. You can set up all sorts of circumstances and contin-

gencies. This could be called the cause-and-effect model. For example, the PCs wipe out all the guards in a prison, so the prisoners begin a revolt and escape attempts. The PCs open a sealed door to get into a vault, and something escapes from the vault. The dynamic feeling comes from the obvious changes to the status quo that the PCs inflict. Some results could be bad for the PCs-perhaps a curse on the dungeon raises anything slain as a zombie 15 minutes after its demise. Now, after hacking their way through the bandits to get to the inner portion

of the dungeon, the PCs have to hack their way out through a horde of zombies. You could also set up an extraneous circumstance not caused by the PCs and have the actions of the inhabitants be based upon that. For example: the passage of time. If the dungeon is built around an active volcano, the inhabitants might move to different areas or take different actions depending on the stage the volcano is in (calm, rumbling, or erupting). As a far more simplistic example, the inhabitants might have a different set of actions or reactions depending on whether it is night or day. They might, for example, try to be more alert at night, but there will be fewer people awake and on guard.

Some possible circumstance/contingencies (both reliant and independent of the PCs) include:

1. Disguise/Bluff: If intruders successfully convince the inhabitants that they are something other than what they really are (allies, fellow cultists, mercenaries looking for work, and so on) the inhabitants likely react in a non-threatening manner.

2. Strength of Opposition: If the dungeon is invaded by a large group of powerful adventurers, the inhabitants might work together to repel them. If the PCs are subtle and sneaky in their approach, the inhabitants might react more casually, mistakenly believing the threat to be less than it is.

3. Death of Allies/Enemies: A group of slaves might act differently depending on if their masters are alive or not. Likewise, if the PCs wipe out the ogres in a dungeon, the ogres' goblin allies might just flee rather than try to take on a force that just wiped out their obviously more powerful allies. A pair of criosphinxes might react favorably to characters that would otherwise be enemies if they slay the dangerous medusa that had been a threat to the creatures.

4. Ritual/Ceremony: Some of the inhabitants are conducting a magical ritual, and depending on what stage they are on, the rest of the inhabitants act differently. The closer the ceremony gets to completion, the more fanatically the defenders fight off those who would spoil it.

5. Tides of War: Somewhere, outside of the dungeon, a battle rages. Depending on how one side fares in the conflict, the inhabitants of the dungeon take alternative actions.

6. Magical Conditions Met: The traps, rooms, and inhabitants of the dungeon change based on some magical sequence triggered by the PCs. Perhaps each missing piece added to a magical statue in the center of the dungeon completely reshapes the entire place, making each pass through the dungeon different than the last.

7. Phase of the Moon: The dungeon is based around some measure of time. At certain times (such as during a particular phase of the moon), some walls come down and others go up. Certain doors seal and others unseal. Certain inhabitants are more active. Perhaps there is an iron golem that only patrols at a particular time or a demon that only enters this plane (in the dungeon) during a specific period.

The Random Path Model

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This method for designing dynamic dungeons is very different from the previous two. Initially, it doesn't rely on PC actions at all. This is called the random path model because, in effect, you're randomly generating the path that the inhabitants take in their daily life in the dungeon.

An inhabitant isn't placed in a specific location in the dungeon. Instead, you determine ahead of time all of the places in the dungeon that the inhabitant might be, and determine the probability that it is in any of those places at any given time.

For example, there is a 30% chance that a yeth hound pack will be in their lair, a 40% chance that they are out hunting (in one of three other areas in the dungeon, each with an equal chance of containing the pack), and a 30% chance that they are at the nearby pool getting a drink or waiting to ambush other creatures getting a drink. You can even create more options. Perhaps 80% of the time you use those chances, but 20% of the time half of the pack is in the lair and the rest of the pack is out hunting.

In addition, the chances might be contingent upon the action of the PCs or other NPCs. The yeth hound pack's range might broaden if other predators in the dungeon are slain. There might be an erinyes that attempts to capture and *charm* one or more of the yeth hounds if given the time, reducing the pack's numbers and changing the encounters the PCs might have with the erinyes.

Another way to do this is to simply generate a list of all of the dungeon's inhabitants and then present a random encounter list for each location. As the PCs encounter (and probably slay) inhabitants, you mark them off the list. For example, in a dungeon that houses orcs and gnolls, two races that are known enemies, as well as an owlbear that has become friendly with the gnolls, and an independent gray ooze, a sample room's encounter chart might look like this:

d%	Encounter
01-10	1d6 orcs
11-15	2d4+2 orcs
16	1d2 dead orcs (killed by the gnolls)
17-26	1d8 gnolls
27-31	2d6 gnolls
32	1d2 dead gnolls (killed by the orcs)
33-35	1d6 gnolls and the owlbear
36-40	1d6 orcs fighting 1d6 gnolls
41-45	The owlbear
46-50	The gray ooze
51-00	No encounter

Every time the PCs move through an area or room, roll on the corresponding encounter chart. Thus, the first time the PCs move through an area it might be empty, but the next time, the PCs might encounter an orc patrol. Remember to keep track of the total number of creatures encountered. For example, once the

PCs encounter the owlbear, they won't see another one, and if they manage to slay twenty-four orcs, there are no more orcs to find. If a roll on the encounter chart results in one of these now "wiped out" populations, treat the roll as a "no encounter" result. You should be aware that the random method makes using any kind of alarm method impossible to implement and anything but the most basic contingency method very tricky. If you don't know where the inhabitants are going to be, you can't plan for how they will react to events in nearby rooms.

You might consider using this method for the majority of the dungeon's rooms, and then have some set encounters (the orc base, for example) that are not random.

TRAPS

Traps are traps. No matter what method you use, no matter whether you strive for a dynamic dungeon or not, traps are simply static, "proactive" set pieces that you place in the dungeon beforehand. The only consideration you need to make regarding traps (if present) is that as the dungeon inhabitants move around, the traps are either as much a hazard to them as the PCs or the monsters have some method of getting around these hazards.

Don't design a contingency, a random chance, or any other plan that puts an encounter with an inhabitant in an area reached only by bypassing a trap without a way for those inhabitants to do so.

The Plot Model

This method is similar to the random path model in that no inhabitants are assigned to any one location. However, unlike the random path model, you don't have the encounters occur randomly—you control them. You've got your map and a list of all the dungeon's inhabitants. You've got an idea of where the individual lairs are, where the water supplies are, and so on. When the PCs enter the dungeon, you start placing encounters as seems appropriate. If the encounter seems to need more opponents, you decide that some inhabitants overheard the battle and came running.

This is a fast and loose system and should only be tried by DMs with some experience. Some pitfalls can include misjudging the difficulty of encounters and a loss of verisimilitude due to what might appear to be arbitrariness to the players. Done well, however, things can move smoothly, and the players will never know how you've set things up. To them, the dungeon will seem like a realistic locale.

Remember to keep things dynamic. Since you haven't placed any inhabitants in set locations, have them move around. The PCs might encounter someone in an area that was previously empty or in an area they thought they had "cleared."

MORE TRICKS FOR A DYNAMIC DUNGEON

Here are some more easy-to-implement tricks that will help make your dungeon dynamic.

• Have the PCs spot something moving around, far down a corridor, that then disappears.

• Place bits of half-eaten food, the signs of a recent battle, or other signs of actual habitation in "empty" rooms.

• Describe sounds of roars, screams, movement, battle, or other activities far off.

• Include encounters where dungeon inhabitants are encountering each other at the same time as the PCs.

• Change or alter rooms the PCs have already encountered. For example, when the PCs come back to a corridor they've already passed through, there's a blood smear on the floor, a scattering of broken glass, or a message scrawled on the wall.

• Keep creatures moving. If the rogue reports back to the group that she saw some trolls when scouting ahead, have the trolls be gone when the full party arrives. Now the PCs must either hunt down the trolls or be wary of ambush.

• Restock the dungeon. If the PCs raid the dungeon, leave, and then return weeks or months later, they should find at least a few of the former lairs of slain monsters now filled with new inhabitants, either relocated from other parts of the dungeon or new arrivals from somewhere else.

THE POINT OF IT ALL

The point of a dynamic dungeon is that it feels more like a real place. In a real labyrinthine, underground structure, an invader is never going to know for sure that an area he previously secured is truly safe, because real foes move around, particularly since they know the area better than the invader. They react to circumstances and act accordingly. Realistic dungeon inhabitants don't wait for the PCs to come to them, and even if they don't know that they are under attack, they don't stay in one place all the time. This is a lot for a DM to handle and keep track of, so doing some preparation ahead of time can really pay off in making things move smoothly.

In the next installment of "Dungeoncraft," we'll talk about "weird dungeons," which include less common, but really fun stuff.

Sage Advice

3.5 SPELL ISSUES OFFICIAL ANSWERS

by Skip Williams

his month, the Sage considers questions arising from the newly revised core rulebooks for the D&tD game, with particular emphasis on the many aspects of the *mirror image* spell.

Does the *feeblemind* spell only affect a character's base Intelligence score, or does the spell make the subject's Intelligence score 1 regardless of magical bonuses? If the spell only affects base Intelligence, will any magic that boosts Intelligence (such as a *potion of fox's cunning*) break the spell? Do you have to get your Intelligence to 3 or higher to break the spell?

A *feeblemind* spells reduces the subject's Intelligence and Charisma scores to 1 (not just Intelligence). Of course, if the subject already has a score of o, *feeblemind* doesn't increase the score. The subject's Intelligence and Charisma become 1 (or stay at o) regardless of any enhancements or other increases to those scores.

A *feeblemind* effect remains until the subject receives a *heal, limited wish, miracle,* or *wish* spell. The subject cannot benefit from any effect that increases Intelligence or Charisma until the *feeble-mind* effect is removed.

The *feeblemind* spell keeps you from casting spells, presumably because it makes your Intelligence and Charisma scores 1. What if your Wisdom score governs your spells? Can you still cast spells then? Can you use spell-like abilities? Supernatural abilities? Extraordinary abilities?

You can't cast any spells when you're feebleminded, no matter what ability governs your spells. The spell scrambles the higher functions of your brain, rendering you unable to use spells and suppressing your Intelligence and Charisma scores.

Feeblemind prevents the use of spell-like abilities, but not supernatural or extraordinary abilities. Also, as noted in the spell description, you cannot use any Intelligence- or Charisma-based skills while feebleminded. Is it possible to cast the *permanency* spell from a scroll? If so, who pays the XP cost for the spell effect made permanent, the scroll creator or the individual who casts the spell from the scroll? Who must meet the minimum level requirement for making a particular spell permanent? For example, *see invisibility* has a minimum level of 10th. Does the scroll creator or the individual who casts the spell from the scroll have to meet this minimum? Does the minimum level refer to arcane spellcaster's caster level or character level?

In general, when you create a scroll with a spell that has an XP cost, you have to pay the XP cost for casting the spell along with the costs for creating the scroll (see Creating Scrolls in Chapter 7 of the *DUNGEON MASTER's Guide*). Since the scroll creator has paid all the costs, the scroll user doesn't have to pay them.

In the case of the *permanency* spell, however, it's best to make the scroll user pay the cost of actually making a particular spell's effect permanent. The scroll creator still pays the XP cost to make the scroll.

You must use the spell's caster level to determine if the spell meets the minimum level to make a spell permanent. In the case of a character casting a spell herself, the spell's caster level is the caster's class level in the class that made the spell available in the first place. For example, when a 12th-level wizard/3rd-level fighter casts any wizard spell, the spell's caster level is 12th.

In the case of a spell cast from a scroll, the spell's caster level is the scroll's caster level. The scroll's creator sets the caster level for the scroll when making the scroll, as noted in the Magic Item Descriptions section of Chapter 7 of the *DUNGEON MASTER's Guide*.

Exactly how many bolts of lightning can you call with a *call lightning* spell? Can you save up the bolts you're entitled to call every minute, or do you lose them if you don't call them when they're due? Or does the spell last until you've called all the bolts the spell can produce?

Once you cast the spell, you can call a bolt of lightning every round, not every minute. During the round

when you cast the spell, you can call a bolt as part of the spellcasting action. During later rounds, it takes a standard action to call a bolt.

The spell's duration starts running the moment you finish the spell. You can call a maximum of one bolt each round while the spell lasts. If you let a round go by without calling a bolt, you can't save that bolt for later, but you can keep calling bolts during later rounds until the spell's duration runs out.

For a good cleric, what kind of action is it to spontaneously convert a prepared spell into a *cure* spell?

It's not an action at all. It's part of casting the spell (and thus part of the action you use to cast the spell). Evil clerics spontaneously casting *inflict* spells use the same rule.

You can apply a metamagic feat to a spontaneous spell, but when you do so, the spell takes at least a fullround action to cast (or an extra full-round action if the spell normally has a casting time of 1 full round). See Spontaneous Casting and Metamagic Feats in Chapter 5 of the

Player's Handbook.

Are the multiple figments from a *mirror image* spell legal targets for cleaving? That is, if you have

the Cleave feat and you hit an image and destroy it, can you then attack another target within reach (such as another figment from the spell or perhaps the spell user)? What about Whirlwind Attack? Can you use this feat to attack all the images around the spell user? What about spells that allow multiple targets, such as *magic missile*? Can you aim *magic missiles* at different images?

For all intents and purposes, the figments from a foe's *mirror image* spell are your foes. You aim your spells and your attacks at the figments just as though they were real creatures. Any spell you can aim at a creature you can aim at an image. When you use a spell that allows you to select multiple creatures as targets, such as *magic missile*, you can choose multiple images as targets.

If you have the Cleave or Great Cleave feat, destroying an image with a melee attack triggers the feat (and your cleaving attack might well strike the spell user instead of another image). Likewise, you can use Whirlwind Attack to strike at any image you can reach. A Whirlwind Attack almost certainly will allow you to strike once at the spell user (see next question).

Is there a way to decide which squares the figments from a *mirror image* spell occupy? Or do the images distribute themselves randomly? If it's the latter, how does the DM decide where they go? Although the spell description says the images from a *mirror image* spell always stay within 5 feet of either the user or another image, it's easiest to assume that all the images occupy the same space the spell user occupies. Any attack that can reach the user's space can affect an image.

The *mirror image* spell description says the images have an Armor Class of 10 + size modifier + Dexterity modifier. Is it possible to improve this with spells the spellcaster casts on herself, such as *shield* or *mage armor*? If so, why doesn't the spell description say the images have the caster's Armor Class? What happens if the caster has cover from her surroundings? Will cover improve the images' ACs? What about concealment? Will fog or foliage produce a miss chance for a foe that aims an attack at an image? What about magical concealment, such as a *blur* or *displacement* spell?

The images from a *mirror image* spell don't use the caster's Armor Class. Use the formula in the spell description to calculate each image's Armor Class (10 +

For all intents and purposes, the figments from a foe's mirror image spell are your foes. caster's size modifier + caster's Dexterity modifier). Use the caster's current Dexterity modifier for each image's Armor Class, no matter how the caster happened

to get that modifier. Any Armor Class improvements the caster might have from equipment she carries or wears, or from magic operating on her person, don't apply to the images. For example, a Medium user with a Dexterity score of 16, a *shield* spell, and a suit of +2 *leather armor* has an Armor Class of 21 (10 +4 shield, +4 armor, and +3 Dexterity), but her images have an Armor Class of 13 (10 +3 Dexterity).

It's easiest to assume the images share the user's location on the battlefield (see previous question), and gain any cover bonuses that might apply to the spell user in that location. If the character in the previous example were behind cover, she would have an Armor Class of 25, and her images would have an Armor Class of 17.

If the user has concealment from her surroundings, the images have the same concealment. The images also look just like the caster, and they share purely visual effects such as the *blur* or *displacement* spell. If the *mirror image* user is also using either of these effects, an attack aimed at an image has the same miss chance an attack aimed at the caster has.

What happens if a *mirror image* user is incorporeal? Are the user's images also incorporeal? Do attacks aimed at the images have the incorporeal miss chance? If the incorporeal user moves through a wall, can the images move through the wall, too? What happens if the user goes to another plane? Do the

images go along? What if the *mirror image* user employs a *blink* spell?

As "Sage Advice" pointed out back in issue #303, incorporeal spell casters create corporeal effects. So the figments from an incorporeal user's *mirror image* spell are themselves corporeal. Attacks aimed at the images have no incorporeal miss chance.

The images, however, appear like the caster and move as the caster moves. If an incorporeal user moves through a wall, its mirror images also appear to move through the wall.

If a mirror image user moves to another plane, the images go along. If the user also employs a *blink* spell, the images blink

the images blink right along with the user, and any attack aimed at an image has the same miss chance (50%) it has if aimed at the caster.

The new descriptions for the flaming, frost, and shock weapon special abilities say that these weapons' energy effects only work on command.

The flaming burst, icy burst, and shocking burst weapon powers require a critical hit to trigger the burst. What happens when you attack a foe that isn't subject to critical hits? Will the burst power work? A flaming burst, icy burst, or shocking burst weapon also is a flaming, frost, or shock weapon, respectively. What happens when the burst power is triggered, does the burst damage augment or replace the damage from the energy power?

A burst power has its normal effect against foes that aren't subject to critical hits. If you strike such a foe and your attack roll is good enough to threaten a critical hit, go ahead and roll to confirm the critical. If you confirm the critical, the burst power is activated, but the foe doesn't take any extra weapon damage. For example, you have a +1 flaming burst long sword and you hit a wight with it, rolling a 10 (good enough for a threat with a long sword). The wight is an undead creature, and not subject to critical hits, bit you roll to confirm the critical anyway. If you confirm the critical, the wight takes normal damage from the sword (1d8 points if you're a Medium character, plus your Strength modifier), not double damage as a critical hit. The sword's burst power kicks in however, dealing an extra idio points of fire damage to the wight.

Damage from a burst weapon is in addition to any damage from the weapon's energy power. If the energy power is activated (see next question), you deal id6 points of energy damage from the energy power, plus extra energy damage from the burst power (see the power descriptions). For example, a confirmed critical hit from a +1 flaming burst

long sword deals 1d6+1d10 points of fire damage in addition to the weapon damage from the critical hit itself. The new descriptions for the flaming, frost, and shock weapon special abilities say that these weapons' energy effects only work on command. Why was this changed in the revision? Does that mean that their wielders must use a standard action to activate them for each attack? Or do the energy effects last awhile? If so, how long do they last? What's the chance that you burn (or freeze or shock) yourself when holding onto an activated weapon? Can you put away an activated weapon without damaging the scabbard where you store it? What happens if you have ammunition with these effects? Do you have to activate each piece of ammunition separately? What happens if you have

> a flaming, frost, and shock weapon? Would you have to activate each property separately? Finally, how does all this affect flaming burst, icy burst, and shocking burst weapons? Do these

weapons' flame, frost, and shock properties have to be active for the burst powers to work?

The flaming, frost, and shock weapon special abilities always have been command activated, the revision just made that more clear.

Activating an energy power requires a standard action, but once you activate the energy power, the power works until you use another action to deactivate it. You can activate or deactivate one of these powers on up to 50 pieces of ammunition at the same time, provided that all the ammunition is in your possession, all the ammunition is the same kind, and all the ammunition has the same power.

Any attack you make with an activated weapon deals energy damage to your foe if you hit—you don't have to do anything special to deal energy damage with an activated weapon.

A burst weapon's burst power is use activated and it works even when the weapon's energy power is not activated (see the last sentence in each power's description).

The energy from a flaming, frost, shock, flaming burst, icy burst, or shocking burst weapon never harms you while you're wielding or carrying the activated weapon (see the power descriptions), nor will it harm your equipment. If you lose or set down an activated weapon, the energy it produces will harm other objects it touches, so it is best to deactivate it first.

The character creating such a weapon decides how it can be activated. Most such weapons probably are made so that the wielders can activate all three powers simultaneously, or activate them one at a time, as desired.

